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7

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# CONTENTS


## EDITORIAL
SO? WHAT DO YOU THINK? ..... 4

## THIS MONTH
WHAT'S MACROSS II? ..... 5

## MECHA-PRESS NEWS ..... 6

## MACROSS II
MACROSS II OVERVIEW ..... 8
THE MACROSS PHENOMENON ..... 10
THE MAKING OF A SAGA ..... 12
CHARACTERS ..... 14

## MECHA FILE
HISTORY OF THE VARIABLE FIGHTER ..... 16

## MECHA MODELS
VALKYRIE II ..... 17
ZENTRAEDI GLAUG / QUEADLUUN RAU ..... 20
GUNDAM ZETA / JEGAN ..... 25
STRONG BACCUS / BRUTISH DOG ..... 26
MEKTON MODELS EVALUATION ..... 33

## MECHA SYNOPSIS
MS GUNDAM FORMULA 91 ..... 21

## MECHA GAMES
BATTLETECH: THE JAPANESE EDITION ..... 34
THE MECHA INVASION CAMPAIGN ..... 36
ADAPTATION FOR MEKTON ..... 38
ADAPTATION FOR MECHA! ..... 39
COMBAT! THE NEW GAME FROM SEVENTH STREET GAMES ..... 40



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Raymond P Campiglio (Order # 3316164)

# EDITORIAL

## SO? WHAT DO YOU THINK?

You haven't seen it yet? Go to the central pages and take a look. I'll wait for you.

...

Cool, isn't it? While it is now smaller, Mecha-Press will add eight color pages AS STANDARD in each issue: that's a 44 page magazine folks! Four of those pages will be pictures of animation models (mostly mecha) and the last four will contain the new, improved, featured synopsis!

That's right, Mecha-Press is now the only English-language anime magazine to offer a color synopsis to its readers. We thought: "Hey, we've got color now. Why not show the animations as they really are?" It is also a marked improvement because printing black and white pictures from grabbed frames required us to delete the color information, which led to lower resolution. Not anymore!

The reasons for such major changes are numerous. We wanted to keep printing and shipping costs under control by standardizing the magazines. Same size, same printer, same shipping boxes. All this enabled us to include color pages without an out-of-proportion increase in price.

Faithful readers will also note a slight change of focus from anime to gaming, mechanical data, and, mostly, to modeling. The reason for this is to concentrate most of the anime stuff in Protoculture Addicts in order not to print the same information repeatedly. Some unscrupulous companies might, but we believe the readers shouldn't have to pay twice for the same thing.

We will cover mecha, spaceship and figure models in our full-color section with great artwork and color pictures because modeling is almost as important as animation in this fantastic hobby of ours; if you don't believe me, check out the latest Hobby Japan, B-Club or NewType!

We believe that we're right on the mark this time. The magazine will only improve itself with time: more and more articles and pictures. It's going to be a great year!

Marc-Alexandre Vezina



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**TECHNICAL DRAWINGS**

Dominique Durocher 7, 16-18, 27, 29, 30-32, 38-39

**ILLUSTRATIONS**

Jesse Conklin 40-41
Nikolai Loktieff 40-41
John Moscato 4, 7, 33, 36-37

**OTHER ILLUSTRATIONS FROM:**

ANIME V (4-92): 30-33. ..... 14-15

B-CLUB 79: pp. 12-18, 68-70, 76-77. ..... 10, 14-15, 17-18, 27-29

BATTLETECH: A GAME OF ARMORED COMBAT, (© 1992 Fujimishobo) pp. 10, 40, cover, and inserted counters. ..... 34-35

FLASHBACK 2012 BEST HIT SERIES, pp. 22, 32-33. ..... 13

HARUHIKO MIKIMOTO ILLUSTRATIONS (published by Movic Co., Ltd and distributed by Books Nippan). p. 6, 10. ..... 3, 8

MACROSS II LD sleeve cover art. ..... 5, 8-9

THIS IS ANIMATION #1 (© Shogakukan). ..... 12-13

THIS IS ANIMATION #11 (© Shogakukan 1984), pp. 10-11, 16, 27, 60-62. ..... 11

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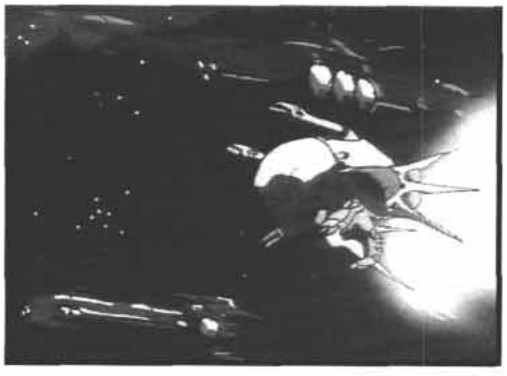
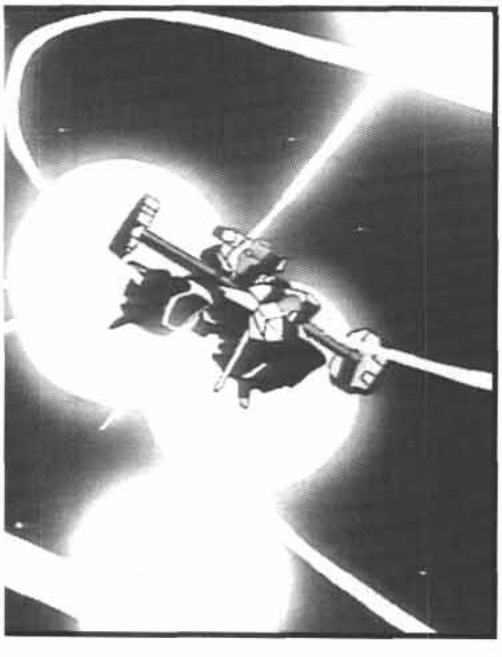
# WHAT'S MACROSS II

by Martin Ouellette





In 1982, the world of animation changed forever. A science-fiction series named SUPER DIMENSION FORTRESS MACROSS was introduced to the public. Following the "realistic" path first taken by MOBILE SUIT GUNDAM, MACROSS had characters you really cared about, fantastic mecha designs and a wild story. It soon became as popular as GUNDAM and would influence "mecha-based" animations for years to come.

In 1984, some of the artists from the first series reunited to make LOVE DO YOU REMEMBER (a.k.a. MACROSS The Movie). With animation nothing less than fantastic and wonderful music, the movie proved to be one of the best animations ever made. MACROSS did not show any sign of life for the next eight years, except for a 30 minute OVA called FLASHBACK 2012 composed of Minmay's songs in music video format.

Things changed in 1991 when rumors of a MACROSS II began to show up. Designs started to appear in magazines like B-Club, NewType, Anime-V. At first, it was rumoured that the plot would be 300 years after the first MACROSS and would involve the descendants of the SDF-2 expedition returning to Earth. The designs for the new Valkyrie sent many fans into orbit!

As time went by, things became clearer. The invaders were not the descendants of the SDF-2 crew; they were instead a new race, the Mardukes, who actually used Zentraedi ships, mecha and the Zentraedi themselves as slaves! The timeline was 80 years after the first MACROSS. The last surprise was that MACROSS II was not the follow-up to the TV series; it was the sequel of the LOVE DO YOU REMEMBER movie.

As for the movie and first series, Haruhiko Mikimoto (creator of Lynn Minmay) is the character designer. All the other people of the creation team are new to the MACROSS world. The two greatest differences in the team are the mechanical designers and the music director. Although Studio Nue is still responsible for the mechanical planning, Shoji Kawamori did not work on the Valkyrie II's design (maybe as consultant?). Three young designers, Koichi Ohata, Junichi Akutsu and Jun Okuda are the ones behind the spectacular re-design of the Valkyrie fighter.

On the musical side, Kentaro Haneda, composer of all those wonderful Minmay songs (especially the title song for LOVE DO YOU REMEMBER) was replaced by Yasunori Honda who composed more "modern" music, better adapted to today's animation fans. Also gone is the beautiful voice [I'll get killed for this! ass. ed.] of Mari Iijima who had been for years Lynn Minmay's voice.

Times have changed and so did MACROSS. Only time will tell if MACROSS II will be as successful and loved as the first one.



Raymond P. Campiglia (Order # 33181648)

# ANIME EXPO MODELING CONTEST

**Modelers, here's your chance to show off your handywork! Anime Expo, in conjunction with New Type Hobbies and Toys, is presenting a modeling contest for those anime and science-fiction models you couldn't expose anywhere else.**

## The general contest rules are:

1) *All entrants must have a full membership to Anime Expo;*

2) *Entries will be divided in two age groups:*
*15 and under; 16 and over;*

## The contest will be divided in three categories:

### Character

- Character models depicting a particular character(s) from a TV series, OAV, or movie. *No scale limitations.*

### Mecha

- Examples include mobile suits from Gundam, hardsuits from BubbleGum Crisis, Mortar Headds from the Five Star Stories, the Gratan tank from Nadia, landmates from Appleseed, Veritechs, the Yamato, the Madox-01 powered armor, and Nammo from the Dirty Pair. *No scale limitations, but 1:1 models are discouraged.*

### Miscellaneous

- Props such as guns, swords, or other items not fitting into the described areas above. You may enter this category only with the prior approval of the modeling director. *No scale limitations.*

In addition, each categories will be further divided in two areas: **Full-scratchbuild/modified kits-** models with no more than 50% of their parts coming from one individual kit. Extensive modifications and/or scratchbuilt parts are acceptable, as well as kit-bashing (using the parts from several different unrelated model kits to create an original design);

### Stock models

- A kit that has been assembled and painted according to the instructions given with the kit. Paint design or color changes, small scale detailing/modification, and weathering of the kit is permitted.

All entries should be the modeler's own work on a model with an anime/sci-fi or related theme. (Japanese monster movie models such as Godzilla and live action TV characters such as Ultraman are encouraged.) The Modeling Director reserves the right of final designation on which category and sub-category a model can be entered in.

3) *The Modeling Director reserves the right to reject any model deemed unacceptable due to poor taste or unrelated theme.*

4) *All models submitted for judging should not have been previous winners in any division of any other modeling contest.*

5) *All entries should be constructed by amateurs. No professional modelers will be allowed to enter into the judged contest. There will be a separate "display only" area for professional modelers and companies to show their work.*

6) *Award Certificates will be awarded to all winners in each of the Award Categories.*

7) *Prizes will be awarded to the winner of each category, and there will be a Grand Prize for Best-of-Show.*

8) *Each entrant is allowed one model entry per sub-category area. (A total of six entries.)*

9) *Once a model has been submitted to and accepted into the modeling contest, the model will not be allowed to be withdrawn until the end of the modeling contest on Sunday. (Exceptions will be made if a model is needed for a panel or demonstration.)*

10) *Models in transit are the responsibility of the owner. The convention will accept responsibility for models only after they have been submitted to and accepted into the modeling contest.*

11) *All rules are subject to change at the discretion of the Modeling Director.*

## Registration

1) *Modeling contest entries will be accepted by mail until June 15th. (The Modeling Director reserves the right to close entries earlier due to space limitations.) Entries will be acknowledged upon receipt. We will be accepting NO "walk-in" entries, and all models must be submitted in person by the modeler at the convention.*

2) *You must use your full legal name on your modeling contest registration paperwork. Indicate alternate names (i.e. fannish names) in brackets.*

3) *Reservations for Modeling Contest display spaces will be held until 6pm on Friday unless previous arrangements are made with the Modeling Director.*

4) *All reservations are allocated on a first come, first served basis.*

## General Information

1) *Set-up and Modeler check-in is scheduled from 9am to 12 noon on Friday. Please arrive early and have your entry and information sheets filled out prior to your arrival if possible. Modeler check-out will be after the end of art show sales on Sunday. If you need to remove your model earlier on Sunday, please make arrangements with the Modeling Director.*

2) *Art show and modeling contest staff will assist you in displaying your work. We will have 40-inch high curtain partitions creating aisles in front of the models, so they will be separated from the fans. We will also have staff assigned to watch the models during open display hours to prevent any accident.*

3) *The Art Show and Modeling Display will be opened to the public from 12 noon to 6 pm on Friday, 10 am to 6 pm on Saturday, and 10 am to 12 noon on Sunday. Times are subject to change and will be finalized at the convention.*

4) *Security will be provided for the art show and the modeling display on a 24 hour basis.*

5) *We will be trying a new computerized inventory and check-in/check-out system this year, as well as running the art show, so please be patient with any delays that may arise.*

6) *We will try to run a separate contest for models with the winners to be determined by popular fan vote, in addition to the regular judged contest.*

7) *All winners will be announced at the Anime Expo Awards Ceremony on Sunday afternoon, and a list of the winners will be included in the post-con progress report and Mecha-Press. Prizes and certificates will be awarded at the Awards Ceremony on Sunday.*

8) *There will be a separate "display-only" area for professional modelers and companies to display their work. There is a good chance that we will be premiering several new models at the convention. (We may also have some scouts at the contest looking for model designers and Master Modelers for their companies.)*

9) *If you have any questions, problems or comments, please feel free to mail or talk to the Modeling Director.*

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The International Animation and Manga Exposition

**Anime Expo Modeling Contest**
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**2425B Channing Way, Suite 656**
**Berkeley, CA 94704**
**USA**

**Paul Wilson**
**Art Show/Modeling Director**
**6214 Huntington Avenue**
**Richmond, CA 94804**
**USA**

**Internet: hardsuit@holonet.net**



Raymond P Campiglio (Order: 33161643)

## MACROSS II THE ROLE-PLAYING GAME

**Macross II: the role-playing game** perpetrates the legacy of inter-galactic drama, giant robots and alien invaders. An armada has returned to Earth to exact their revenge. The planet is transformed into a battlefield as humankind wages a titanic battle against the alien invader!

### Highlights include:

- Mega-damage system, making the game environment, characters, weapons and robots compatible with Rifts, Robotech and all of Palladium's mega-damage settings.
- New transformable robots and heroes.
- New Zentraedi war machines and characters.
- Many detailed drawings and data.
- Based on the Japanese mini-series Macross II. Available on videocassette from US Renditions. Also available as a comic book from Viz Comics.
- Miniatures are also planned for late 1993 or early 1994!

**Cat. No. 590**
**Cover Art:** Kevin Long
**Interior Art:** Newton Ewell, Wayne Breaux and Kevin Long
**Written by:** Kevin Siembieda
**Estimated Date of Release:** Late June or early July
**(Palladium Games)**

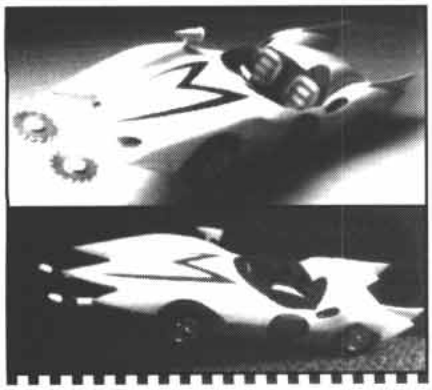
## MACH 5 RESIN KIT

The first release in Streamline Pictures's 3D model line will be the Mach 5 car from the classic Speed Racer animated TV series.

Designed for the experienced model builder, the 1/25 scale resin kit will contain:

- Non-toxic resin parts;
- Rubber tires;
- Metal rims & accessories;
- Water soluble decals.

As a special introductory offer, Streamline Pictures is offering the kit at the low price of $49.95 US until August. The normal kit price is $59.95 US. Also coming soon (for the first time ever in resin!) is Racer X's "Shooting Star".



## VICTORY GUNDAM

A new Gundam TV series is on the way. Starting April second, Victory Gundam will appear on Asahi TV each Friday at five PM.

This new generation of the Gundam saga takes place thirty years after the events featured in the movie F-91 and will be directed by Gundam creator Yoshiyuki Tomino. Character designs will be handled by Hiroshi Osaka, while the mechanics are the work of Kunio Okawara and Hajime Katoki.

The Mobile Suit Victory is the newest Gundam prototype. Variable and equipped with the Core Block System, this advanced MS uses the beam shield technology introduced in F-91, and is 15-meters tall. It is able to separate into two parts (called Top Limb and Bottom Limb) and attach itself to extentions for additional power.

The antagonist this time around is called the Zansugaaru Empire, based on Side Two. Like the Jion Empire and the Crossbone Vanguard, they seek to take control of the colonies and secede from the Earth Federation, but they are even more fanatical in the pursuit of their goal than any before them. Their MS are also based on the CBS, and seem to be able to change into jet-copters (!)

The heroes of the story are Evin Usso, a 13-years old boy and Karin Shakutei, a 12-years old girl. Around them revolve a cast of characters composed mainly of children of the same age (except for Mabetto, 22-years old, who is listed as the Core Fighter's pilot). A surprising addition to the cast is Haro, the well-known "ball" robot of MS Gundam fame. Their antagonist is a 20-years old man called Chronixle. (Note from the Editor: these names are our interpretation of the actual kanji spelling, therefore the spelling may vary from other texts.)

According to various sources, this new series is aimed at the next generation of teen who came to know Gundam mainly by the cute parody show "SD Gundam". As such, it will have a simple plot, be humoristic and be strongly centered on merchandizing much like its predecessor ZZ Gundam. The model kits have already started to apppear on Japanese shelves, and will probably be available here very soon.

Raymond P Campiglio (Order # 33161648)

# OVERVIEW

# MACROSS II

by Martin Ouellette

**As the follow-up to the LOVE DO YOU REMEMBER movie, MACROSS II has kept many of its elements, as well as some hints from the FLASHBACK 2012 OVA. The humans have known 80 years of relative peace, with a few renegade Zentraedi attacks here and there, the last one dating back 10 years. The Zentraedi/Meltrandi who have decided to stay on Earth after the apocalyptic battle we saw in LOVE DO YOU REMEMBER have formed a peaceful society with the people of Earth. Culture (as in music, art, technical knowledge, etc.) has become the main point of the "humanized" Zentraedi's lives.**

But elsewhere, the Zentraedi continue to be enslaved by a superior culture. The Mardukes, a race of cosmic wanderers, are using them as slave soldiers and hunting dogs. The Mardukes are believed to be the remnants of the "protoculture" who created both the Zentraedi/Meltrandi and the human race. Their appearance is extremely similar to humans; as in the human race, both sexes coexist as a whole. In the Marduke society, there is no civilian citizenry and everyone seems to be sleeping unless they have to go to battle. Being the descendants of the "protoculture" does not keep them from senslessly fearing other cultures; any contact with another civilization automatically initiates war (as if trying to clean an infection).

Ishtar is a part of that "cleaning system". As an Emulator, she sings to encourage the warriors in combat and is considered a kind of living deity. There are many (exact figures unknown) Emulators like Ishtar, each of them being considered a vital component of the Marduke army. This army is composed of a fleet of a hundred thousand ships and millions of Zentraedi/Meltrandi slave soldiers who are controlled by the songs of the Emulators. The leader of the Mardukes is named Ings. As with the Zentraedi/Meltrandi, no one knows if they have a home world.

One of the main features shared by both the humans and Marduke societies is the importance of music. In 2012, the songs of Lynn Minmay saved the human race from total extinction by helping to destroy the Zentraedi fleet. From that point on, the music became a good, cheap way to control the Zentraedi/Meltrandi who chose to remain on Earth. The ones who didn't want to be part of the human society were chased off. After many renegade attacks, the EDF decided that the earth needed a good perimeter defense system. After the last battle with the renegades, a perimeter of "sound station" satellites was established on the Plutonian orbit. In case of attack, these satellites would broadcast the songs of Lynn Minmay. This system worked for many years to the point that the EDF became too sure of its invincibility. The defeat at the Martian orbit battle was a very unappreciated wake up call for the EDF. Even if they had the newest Valkyries (the VF-2 SS Valkyrie II) equipped with the latest technology—which was borrowed from the Zentraedi/Meltrandi powered armor: strange mix!—the EDF was nearly cut to pieces. In the end, the EDF High Command's complacent attitude became its mortal enemy.

## MUSIC ABOVE ALL

Although Macross is renowned for its extremely advanced Mecha designs, there is another aspect of the show that continues to fascinate the fans: the music. There have been shows with interesting music before, like Mobile Suit Gundam or The Rose of Versailles, but Macross had a little something the others did not: the music was not only sounds in the background, it was part of the plot itself!

First of all, the other shows didn't have the singer as a principal character. Lynn Minmay was one of the main characters of Macross and was probably one of the reasons the series was so successful. Winsome and charming, she was the cause of the entire drama of the series.

The Zentraedi/Meltrandi were conceived by the "protoculture" as an army of emotionless clones [don't they do the same with soldiers today?! ed.] Yet since they had some human DNA in their genetic make up ("protoculture" and human are the same. At least genetically), their emotions could be awakened by exposure to



Raymond P Campiglia (Order : 33181643)

something that would stir their soul. Music was one of those things; another was the vision of a beautiful young girl. Since the Zentraedi were a male-only culture, who had never been in contact with such things, is it really surprising that they were possessed by it?

The Meltrandi, being women and more in touch with their feelings than men, did not even need the images to start questioning their way of life. To them and the Zentraedi, "culture" (music, art, emotions, etc.) was a restoring of their souls; but of course, only the Zentraedi/Meltrandi who had been in contact with "culture" would see it that way. Bodolza, leader of the Zentraedi, saw it rather as a kind of "infection" and an attempt to destroy the Zentraedi way of life. Evidently this could not be permitted and Bodolza decided to obliterate both the human race and the infected Zentraedi (Britai's fleet). That's when the humans had the brilliant idea on how to defend themselves.

When the men of Britai's fleet were first contracted with music (and Minmay), they were rather shocked, nearly debilitated. Since the fleet of Bodolza was enormous, the SDF-1/Britai's fleet alliance could not even fathom taking them head on. So why not soften them up with a little Minmay song, playing on all radio frequencies. As it had been imagined, Bodolza's fleet was shocked at the apparition of this beautiful young female singing and dancing. The alliance made good the few moments of disarray and smashing right through Bodolza's fleet defense perimeter, were able to destroy the Zentraedi leader. This battle is accompanied by two of the most beautiful songs of Japanese animation: "Ai wa nagareru" for the T.V. series and "Do you remember love?" for the movie. The idea of songs being used as weapons was also used in Macross II, but in a slightly different format. Now the invaders, the Mardukes, also have a singer (or singers) who actually encourage their warriors to fight. However, the feeling of the first two Macross is simply not there. Too bad!

# WHAT ABOUT THE ANIMATION ?

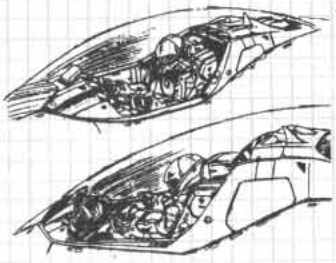
As fans of Macross, we were anxiously waiting to see MACROSS II. Created as the follow-up to LOVE DO YOU REMEMBER, the plot occurs 80 years after the dire events described in the movie. Mikimoto's characters are, as always, beautifully designed (strange ears though!), the mecha are gorgeous, the colors exquisite, but there are some problems.

First, the action happens too fast, especially during the mecha scenes. We can't make head or tail of anything that's going on. We actually timed a Valkyrie reconfiguration from fighter to battroid and back in less than a second! And we're not the only ones complaining. Another problem is the absence of interesting backgrounds in the pictures while the characters are very detailed, as are the mecha. What's going on around them, the crowds and such, are at best uninteresting. The music is quite good (especially the end credits' song), but some sound effects are missing. Where's the rumbling of the gatling guns from LOVE DO YOU REMEMBER? They would have been much better than the toy laser gun sounds we hear in MACROSS II. The plot also seems to be rather simple. In its general lines, it follows the story of the MACROSS TV series quite closely, with the love triangle, the search for the ship, and so on.

When MACROSS II was released in Japan in early 1992, everyone in the States wished that it would be translated. Luckily for us, U.S. Renditions got a hold of the rights and put out a dubbed version. As with all U.S. Renditions' projects, the translation was done very professionally, trying to keep the original feel of the Japanese version. The voices are perfect for all the characters except two: the TV station's director and Dennis, the war reporter. They sound bored to death! The dialogs are also a little bit uninteresting, now that we understand what's going on. But that is not U.S. Renditions' fault. All in all, MACROSS II is a very good animation with an ordinary story.

Raymond P. Campiglia (Order : 33181643)

# MACROSS TECHNOLOGY

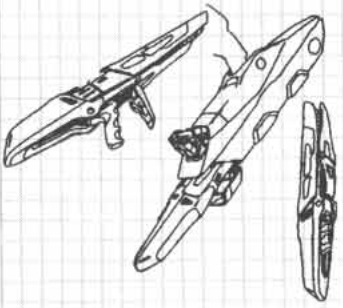


## COCKPIT

The cockpit of the new Valkyrie is quite different from the old one. Instead of just a seat you now have an armature with integrated controls, which permits the pilot to take heavy G loads without losing consciousness. As with the old cockpit, the seat rotates when the mecha changes from fighter to battroid, going from an horizontal mode (for fighter and gerwalk) to a vertical mode for the battroid.

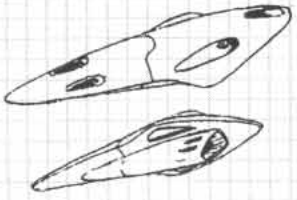
## TRANSFORMATION SEQUENCE

Even if the reconfiguration of the Valkyrie II is more complicated than the old one, it still remains much more logical. This time, the designer actually thought of showing the necessary articulations that support the legs in battroid mode (the spec sheets of the first Valkyrie showed nothing of the sort).



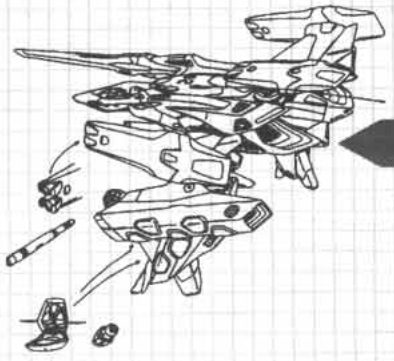
## GUN PODS

The old GU-11 55 mm tri-tubes gun pod has been replaced by a small beam cannon: each forearm contains one folded gun. The gun mounted on the leg of Lt. Nexxus's Valkyrie II could be an upgraded version of either the beam cannon or the GU-11 (but no info is available on this).



## AUTOMATIC CONTROL DRONES

No! These are not psychic-controlled bits à la Gundam. The pilot is not connected to them. They seem to be controlled by an automatic system onboard the Valkyrie which makes them follow the fighter's every move. They are armed with a smaller version of the Valkyrie's beam cannon, and fire at the same time as the other guns on the mecha. They are present only on the SAP version.



## MISSILES

The SAP Valkyrie II is loaded with sixty missiles of different types: 54 small missiles in the legs and forearm pods and six heavy missiles in the backpack pods. The mini-missiles can be fired in one salvo if the pilot so desires.

# THE MACROSS PHENOMENON

**by Martin Ouellette**

The MACROSS phenomenon was the result of the animation climate of the late 1970's and early 1980's. MOBILE SUIT GUNDAM had been the first realistic science-fiction series and had proven extremely popular with the fans. The transforming robots craze also was in full swing at that period. In August 1980, a group called Uizu Corporation decided to make a show combining those two traits, and Studio Nue was put in charge of the planning and design.

In 1981, Uizu dissolved and Nue found themselves solo in a huge project a small studio just couldn't cope with. Studio Artland was asked to help and MACROSS was finally put on the air October 3rd 1982.

Calling it a success would be an understatement. The impact of MACROSS was enormous and its effects are still being felt.

Many of the people involved in the project became celebrities, such as character designer Haruhiko Mikimoto and mecha designer Shoji Kawamori; even Mari Iijima, voice actress for Minmay was on her way to glory.

In 1984, the three aforementionned reunited for MACROSS: LOVE DO YOU REMEMBER, a movie that retold the story in a slightly different way. This film, even after nearly ten years, is still considered to be among the best animations ever made. In 1987, Kawamori and Mikimoto were reunited again for FLASHBACK 2012, a 30 minute OVA composed of videos of Minmay's songs. The animation was even better than the movie (the Hikaru Ichijo we see at the end probably served as a model for Hibiki Kanzaki of MACROSS II).

For the tenth anniversary of the series, MACROSS II was released and some people are still asking if MACROSS is popular!



Raymond P Campiglio (Order 33181648)

## CLASSIC CHARACTERS

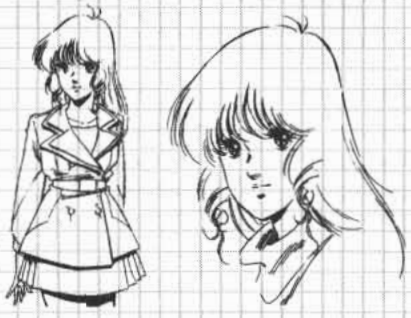
### HIKARU ICHIJO

More or less the main character of the series and movie. Hikaru is a very good pilot and has a rather big problem: he's in love with two different girls at the same time. Although he truly likes Minmay, Hikaru is really in love with Misa Hayase and reveals his feelings only at the end of the story.

### MISA HAYASE

First officer of the SDF-1, Misa is often seen as a cold fish by people around her. Her cold manners and the faraway look in her eyes are only a facade though. Very courageous, she has no hesitation in doing her duty, but all this posturing does not protect her from falling in love and, at the end, finally accepting to give in to her feelings.

### LYNN MINMAY

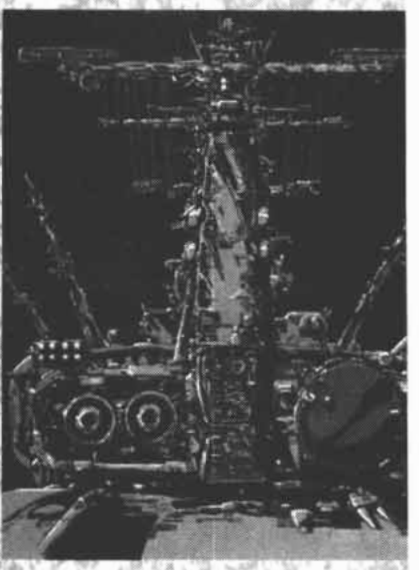


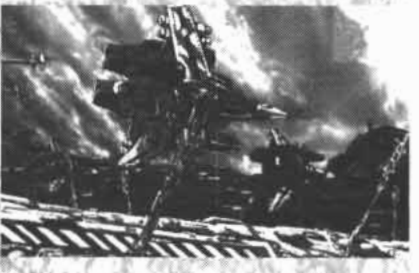
Star singer and object of adoration for the crew (both civilian and military) of the SDF-1. Minmay is a flighty girl, always going around smiling and singing without a care in the world. The fact that Hikaru is in love with her does not seem to ruffle her one bit. That is until she realizes that Misa will actually have him.

## WHAT'S MACROSS THE MOVIE

In 1984 a group of Japanese businessmen, seeing the incredible popularity of "Super Dimension Fortress Macross", decided to finance a movie version of the TV series. Of course, since this was a two-hour film, changes in the plot were needed. The movie starts with the return of the SDF-1 from the orbit of Pluto. The crew has been battling the Zentraedi for two years and the "relationship" beetween Misa Hayase and Hikaru Ichijo is well on its way. Hikaru is a fervent admirer of Lynn Minmay, who's already a star by the time he meets her. He offers her a little ride in the rings of Saturn, but Misa and Kyle (who is Minmay's brother in the movie) pursue them. When they get into trouble, a drunk Roy Fokker comes to their rescue! Everybody gets captured and they meet very strange versions of Britai and Exedore. That's when the Meltrandi, led by Miriya, attack and create enough confusion so that Misa and Hikaru can make their escape (Minmay and Kyle stay prisoners), covered by Roy's sacrifice. The two find themselves back on Earth (which has already been devastated by the Zentraedi) and discover that humanity is the remnants of the "protoculture" that created civilization in this quadrant of the universe. The SDF-1, the Zentraedi and the Meltrandi find themselves on Earth. Hikaru, back on the ship, has to choose between Misa and Minmay, as Bodolza's forces approach to destroy both the SDF-1 and the Zentraedi forces that were "contaminated" by "culture" ("culture": both sexes living together, music, arts, etc). The Zentradi/human forces battle Bodolza's fleet, backed by Minmay singing a love song. Hikaru infiltrates Bodolza's fortress with his Strike Valkyrie fighter and kills Bodolza, thus ending the battle. The humans, seeing their planet destroyed, decide to build a gigantic ship to go colonize another planet with the help of the Zentraedi/Meltrandi survivors.

As we can see, the movie version is very different from the TV version. The approach to "protoculture" is much more mystical, the chronology of events is totally different(we consider it ended better) and the characters actually act in a more intelligent manner. The animation, even nearly ten years old, is still considered one of the best ever made and can, according to this author's opinion, easily be compared to "Akira".





Raymond P. Campiglia (Order # 3318648)

# MACROSS TV SERIES OVERVIEW

The story of MACROSS begins in 1999. In October of that year, a gigantic space ship defolds and plunges into Earth's atmosphere, crashing on South Ataia island. The psychological shock is so great that it triggers a civil war. The U.N.G. (United Nations Government) is formed.

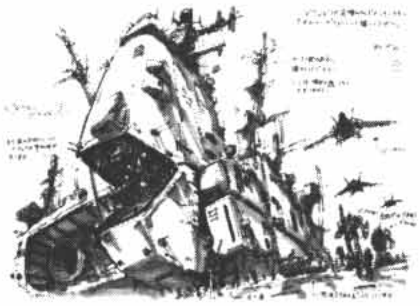
Ten years pass as the resources of an entire planet are put to work for the reconstruction of the enormous alien spaceship. The government feared that its legitimate owner would like to get it back. The dreaded attack happens on the inaugural day of the SDF-1; Hikaru Ichijo, a young circus pilot, and Lynn Minmay, a young singer, are caught in a fold operation destined to save the ship. The operation goes awry as the ship also folds the island in the process. Moreover, miscalculations are made. Instead of being put in the moon's orbit, the ship warped itself and the island in the orbit of Pluto!

The next two years are a succession of battles as the ship shoulders its way through enemy lines. Hikaru also goes through big problems, as his romance with Lynn Minmay gets complicated by his more and more important involvment with Misa Hayase, first officer of the ship. A few weeks after the ship's return, it and the entire crew and civilian complement are exiled to space by the U.N.G. The aliens follow and a monstrous battle ensues, destroying 99.9% of the human race and rendering the Earth a wasteland. But the SDF-1 wins the battle, nearly destroying the entire fleet of the four million ship strong Zentraedi armada. The next two years are spent trying to make the Earth once more inhabitable, amidst rebellions of the giant Zentraedi and governmental problems. Hikaru is now "Skull" leader and his Minmay/Hayase problem is still present. But in the end, after a terrible battle in which the SDF-1 is destroyed, Hikaru and Misa discover their mutual love and decide to build another ship to go colonize the stars, helped by Zentraedi loyal to their cause. As far as we know, they are never heard from again.

# THE MAKING OF A SAGA

**by Martin Ouellette**

The conception of MACROSS goes back to August 1980. At first, its name was BATTLE CITY MEGARODO. It actually had a double meaning, "Mega-Road" as the long life of a man and "Mega-Load" (don't forget the L and the R are pronounced nearly the same way in Japanese) as the enormous quantity of extra passengers—56,000 of them—the ship would have to transport.



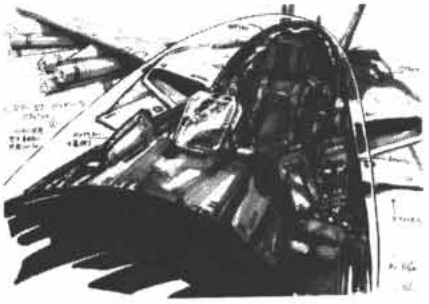
When Studio Nue found themselves solo on this immense project, they asked Studio Artland for some help. As the project drove on, its name changed to SUPER DIMENSION FORTRESS MACROSS; the mood of the series became more serious (while Megarōdo was supposed to be a kind of parody) as the plot became more intricate.

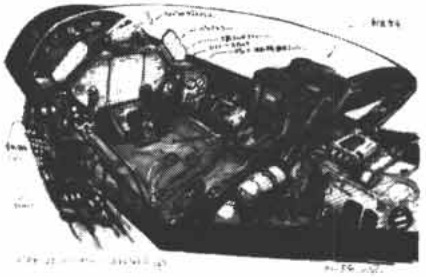
The story revolves around three main characters; the first to be designed was a cute Chinese girl, created by Haruhiko



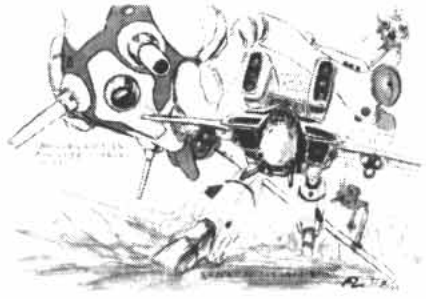
Raymond P. Campiglio (Order # 33161648)

Mikimoto. Named Minmay, she went from egg roll delivery to main character in a mere month! The two others, Hikaru Ichijo and Misa Hayase, seemed to have been created as a pair of lovers who didn't know they were in love! Their love triangle became the most endearing trait of MACROSS.





Another thing that proved popular beyond belief was the transformable Valkyrie fighter, the first realistic transformable mecha. The VF was created by Shoji Kawamori in an all new way for transformable mecha. Instead of being a robot transforming into a plane, Kawamori designed it as a plane that switches to a robot. The difference is that a robot that shifts into a plane is too blocky and still looks like a robot. Kawamori went the other way, taking the F-14 Tomcat as an example. The result, as we all know, is nothing less than amazingly realistic (although there are problems with the legs). All these elements made MACROSS a greatly influential anime series.



# FLASHBACK 2012

Made three years after "Love, do you remember", "Flashback 2012" was born from both the fans' love for Lynn Minmay and her songs and from the need the same fans had to see what happened to their favorite characters after the movie. The Minmay song fanatics will be thrilled by the choice of songs, although some of them have been reworked, especially "ai wa nagareru" (the magnificient song Minmay sings during the battle of episode #27, "Force of Arms"), which is somewhat marred by a complex arrangement. The OAV is separated in three parts; a presentation, the part with the songs and the end song. The song part doesn't really have anything special. The songs are accompanied by footage from the movie and some (like "ai wa nagareru") are accompanied by live footage from war archives.

The presentation and the end song are an entirely different matter. Since they recount what happened to the characters after the movie, the animators couldn't take animation from it. So they made new animation! Haruhiko Mikimoto redid the designs for Minmay, making her a little older, but much more beautiful than before. He also redesigned Misa and Hikaru. Although they did not change Misa much, Hikaru was really redesigned, to the point that we did not recognize him at first. Shoji Kawamori also redesigned stuff, for the transformable "Valkyrie" is replaced by the VF-4, a non-transformable jet fighter and we see the nearly legendary "Megaroad" ship we had heard so much about. From what we can see, a part of the population stays on Earth (so they are the grand-parents of Macross II's characters) while the other part follows the Zentraedi to go colonize another planet. The animation of this OVA is incredibly well done and the movements of Minmay during her performance are truly astonishing. We would recommend to people to watch both "Macross: the movie" and" Flashback 2012" before seeing "Macross II".

Raymond P Campiglia (Order - 33181648)

# MACROSS II CHARACTERS

by Martin Ouellette

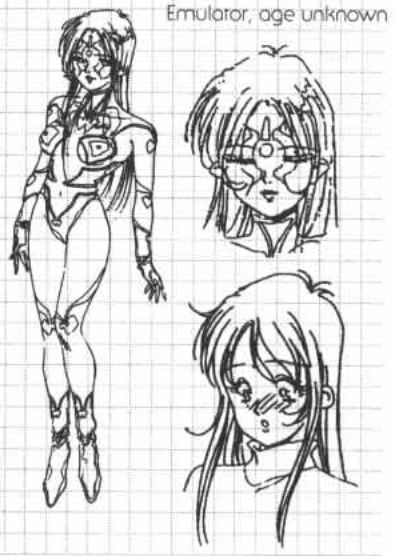
## HIBIKI KANZAKI

Reporter, 17 years old

Hibiki is the main character of Macross II. He is a reporter for SNN (Scramble News Network) and enjoys looking for any kind of scandal that can boost ratings and make him top dog in the station's reporter roster. His sneering attitude and smart-ass way of doing things get him in trouble with Sylvie Gena, ace pilot of the U.N. Spacy and the subject of one of his scandal reports. At first, Hibiki is very enthusiastic about the war, but his meeting with Dennis, a senior field reporter, changes that. When Dennis dies during the filming of battle footage, Hibiki swears to himself that he will change his ways. When he returns from the battleground, Hibiki brings back a young alien girl named Ishtar. Hibiki wants to make a report on her, but he has no idea about who she is and how important she is to the Mardukes.

## ISTHAR

Emulator, age unknown



As an "Emulator" (or shrine maiden), Ishtar's duty is to encourage the fighting spirit of the Marduke soldiers, as well as the Zentran (Zentraedi) soldiers used by them. Having been taken away from her ship by Hibiki, Ishtar becomes infatuated with him. After witnessing the destruction the Mardukes brought to Earth in an attack destined to liberate her, she decides to stay with him, if only to find what she calls "the ship". (All information points at the SDF-1; if so, Macross II is, much more than we thought, like the first Macross.) Logically, Ishtar is the Minmay of Macross II.

## SYLVIE GENA

Ace pilot of the U.N. Spacy, 17 years old

Sylvie is the newest and brightest ace pilot of the U.N. Spacy. Although she's very cute and charming, she's a ferocious warrior and knows very well about the EDF's inability to keep the Mardukes at bay for very long (she says so in the first episode). Sylvie is a quarter Meltran from her mother's side which, added to her family name, leads to interesting speculations about the identity of her grandparents. Hibiki and Sylvie somehow seem to know each other well, but then again Sylvie's love affair with Nexxus is strongly implied. Her character could be compared to Misa Hayase in the first Macross.

## FEFF

Marduke high officer, age unknown

This character could be considered the "bad guy" of the series. Feff is very courageous and fights like a lion to defend his "culture"—and to destroy any other. He is a born warrior and hates to lose a fight. He pilots a monstrous red mecha called Gigamersu (Gilgamesh). His looks are rather scary and the war paints on his face are really cool. Some people compare him to Kamjin (Khyron in Robotech) in the first Macross series, but we could rather see him as a kind of Britai.



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## LT NEXXUS

Ace pilot of the U.N. Spacy

Boy, does this guy look like Roy Fokker or what! Although he is a little less rambunctious than Fokker, Nexxus seems to like the same things as the Skull leader of the first Macross: beautiful women and flirting with death. Hard drinking does not seem to have entered the picture yet. Nexxus (or Nex, as Sylvie calls him) is very good looking and the target of many feminine attentions, particularly Sylvie's and Saori's. He pilots a VF-2SS with blue trim and a special pod with an extra gun. Although he looks like Roy Fokker, we can only hope that he doesn't die as stupidly!

## THE GIRLS

Sylvie's fighter pilot team

They are the equivalent of the now famous Bridge Bunnies of the SDF-1. They all pilot SAP version VF-2SS's.

## AMY

She's the youngest and cutest. She has a heart tattooed on her cheek and her role model is Sylvie. She would like to be taller than she is.

## SAORI

Although she appears very quiet, she's the total opposite. She loves to gossip and likes to date as many men as she can. She has her sights on Nexxus, but he does not seem interested (he's probably too wrapped up with Sylvie, anyway). She looks a lot like Misa Hayase, one of the main characters of the first Macross.

## NATASHA

Even if she's the most flamboyant of the three in appearance (she's very tall with short blue hair), she's actually the quietest. She's calm and collected, something that reassures the others when combat comes.

## MASH

Hairdresser

Mash has been Hibiki's friend for a long time. He's a hairdresser in a very hot beauty parlor and looks so feminine that a lot of people think he's a woman with a deep voice. He is very kind and takes care of Ishtar during her first days on Earth. Even if he's a little bit special (understatement of the year), Hibiki trusts him implicitly and actually calls him "a prince among men... and then some!" We don't think that there was any character of the first Macross with whom he could be matched.

## DENNIS

Senior field reporter

Dennis is one of the oldest and most experienced field reporters of SNN. He has seen a lot of horrors in his life and tries to instill some of his experience in Hibiki. All of Dennis' life was spent at one thing: reporting. What he has seen has made him callous to death, but all the savagery is probably too present in him, since he drinks heavily, seemingly trying to forget something. His attitude of "report whatever happens" gets him killed at the end of Episode One.



Raymond P Campiglio (Order - 3318164B)

## VF-2SS VALKYRIE II

A direct descendant of the VF-1S that was used in the first war of Humans versus Zentran/Meltran, the VF-2's technology was directly influenced by the alien technology the humans came across after the war. The VF-XX was the first result of the mating of the two technologies (the extremely advanced alien technology of the Zentran/Meltran and the equally alien but less advanced one used by the humans) and although it looked like a Zentran male powered armor (Nousjadeul-Ger), it was a reconfigurable craft which test trials were used to design the VF-2SS. When compared to its predecessor, the VF-2's most remarkable traits are its height — 14 meters instead of 12.5— and more aerodynamic shape. Less noticeable is the great improvement to the cockpit, actuators and thruster power. Maneuverability has been tremendously augmented by a large quantity of small verniers spread all over its body. There are two versions of the VF-2SS: the standard one and the SAP (Super Armed Pack) version, which is equipped with heavy armor missile pods on its legs and forearms, and a backpack mounted rail gun. This version is used in the same way as the Strike VF-1S of the first war. In general, the VF-2SS is remarkable for the increase in performance more than anything else.

**Code name:** Valkyrie II
**Official code:** VF-2SS
**Use:** Space Reconfigurable Fighter
**Height:** 14.0 meters
**Armor material:** classified
**Generator:** fusion turbines
**Apogee motors:** 24 (standard), 38 (SAP)
**Armament:** beam rifle X1, head laser gun X2;
**SAP version adds:** beam rifle X1, railgun X1, cluster missile X54, heavy missile X6

# HISTORY OF THE VARIABLE FIGHTER

**by Dominique Durocher**

**When an extraterrestrial space fortress crashed on South Atalia island, military technology was much the same as the one used in the previous ten years. That was all about to change.**

**Exploration and analysis of the fortress brought about great advances in technical knowledge, borrowed from the alien "over-technology". It also made humanity aware of a race of warring aliens measuring over fifty feet in height. The danger such a force represented brought about the evolution of the United Nations from a counseling body to a ruling government for the entire planet. Of course, some countries did not like the idea. Thus started the Unification War in August 2000.**

## The First Mecha

At that time, the United Army started developing a counter for the large-sized alien infantry. These first mecha were crude, 10-meters high machines of limited combat value, but they demonstrated the feasibility of the concept of a humanoid combat machine. In September of that year, the Unified Army started work on the first true Walking Weapon, which would later come to be called Destroids. This was a huge, complex and expensive program, and only the beginning.

Two months later, the Unified Air Force conceived the VF plan. This program was to develop a weapon that would combine the fighting capabilities of both the Destroid and a fighter aircraft. The Air Force, Navy and Marines backed the plan, along with engineers from the Stonewell Corporation, which did the actual research. The Variable Fighter's basic movement mode was humanoid, with a combat capability equal to that of the Army's Destroids. It would also have greater mobility. The estimated cost of the project was twenty times that of the Destroid program, and was accepted in December.

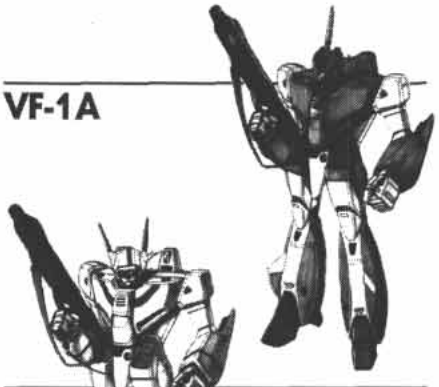


Raymond P Campiglio (Order # 33181643)

The following February, the VF development plan came into effect with Project BVF-X. At this point, the military producer Belle-Com became involved by building the initial prototypes.

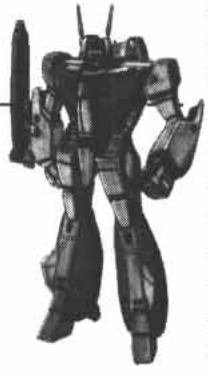
## The First Valkyries

Actual production began in January 2006, with a technology demonstrator craft. Technical problems delayed production and VF-X #1 was finally completed in November 2008, the same month the Unified Army won the war. Preproduction began on the VF-1 series, now named the Valkyrie. A month later, 4 VF-1A were completed, and the flight test program began. Some problems cropped up with the motion-control system, but these were corrected and the craft was finally accepted. One improvement is the addition of the GERWALK mode. This intermediate mode was originally intended for vertical landings while switching between fighter and battroid modes. Pilots and engineers discovered that by using both the thrust from the now downwards-pointing engines combined with the boosters in the back and the lift from the wings, this mode could result in incredible mobility. In space, the extended wings increased the effectiveness of the wingtip-mounted verniers.



VF-1A

VF-1J



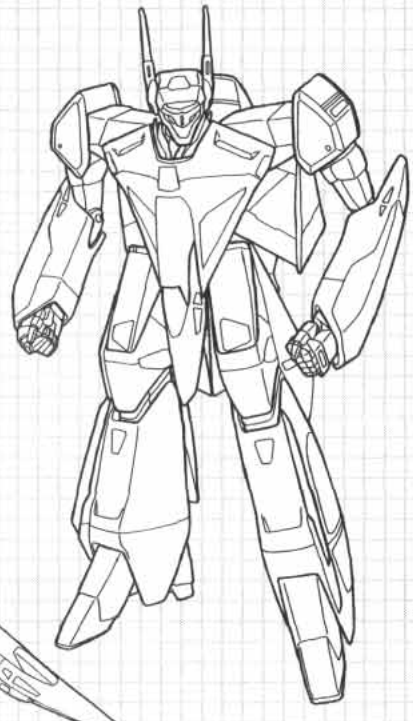
VF-1D

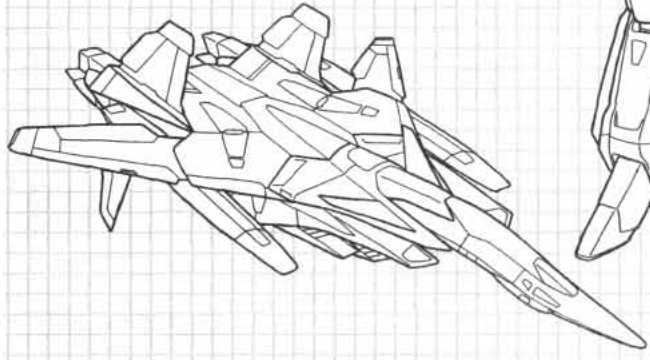


## VF-2 JA ICARUS

The Icarus is also a direct descendant of one of the VF-1's, in this case the VF-1J. As with the SS, the dimensions have been considerably augmented and the shape is much more aerodynamic, particularly in fighter mode. The reconfiguration systems have been modified to a great extent and are much more complicated. Other than that, there aren't many changes. Since the SS is exclusively used in space, the Icarus is the main atmospheric fighter of the Earth Defense Force. An interesting change of the Gerwalk mode is the use of the forward swept wing technology that gives the machine exceptional maneuverability. As far as firepower is concerned, the triple racks that were the standard armament of the first VFs are replaced by two pods containing two missiles each. As with the SS, the machine has not changed that much in 80 years, but shows a tremendous increase in performance, both in speed —mach 5.5 maximum— and maneuverability. There's no SAP version of the Icarus.

**Code name:** Icarus
**Official code:** VF-2JA
**Use:** Atmospheric Reconfigurable Fighter
**Height:** 15.9 meters
**Armor material:** classified
**Generator:** fusion turbines
**Apogee motors:** 22
**Armament:** heavy rifle X1,
beam gun (fighter nose) X2,
head laser X2, twin-missile pod X2

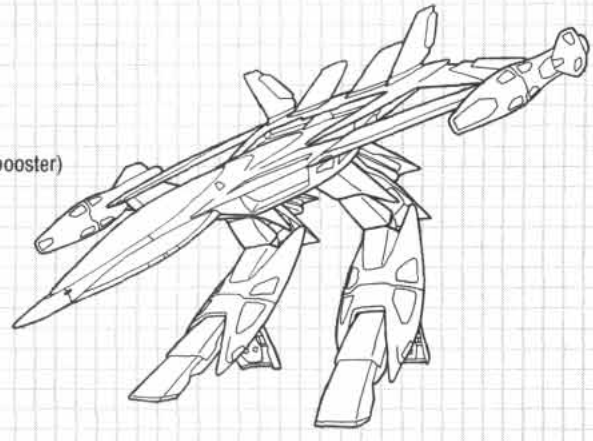




## VC-079 Civilian VALKYRIE

This is the civilian version of the Valkyrie Fighter used by the EDF. As we can see, it does not transform much, except for the legs that permit it to land anywhere. It is a two-seater equipped with many cameras, sensors and a booster that can be used for trans-atmospheric flights. The VC-079 was introduced on the civilian market in 2079.

**Code name:** Civilian Valkyrie
**Official code:** VC-079
**Use:** Civilian Transport Craft
**Armor material:** none
**Generator:** fusion turbines
**Apogee motors:** 14 (standard), 26 (w/booster)
**Armament:** none





Raymond P Campiglio (Order : 33181648)

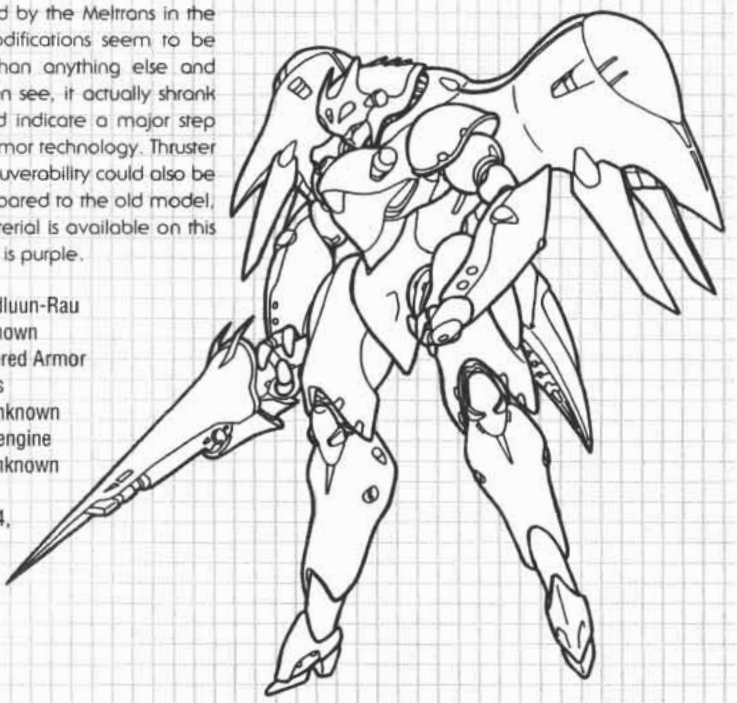
## FEFF'S GIGAMETSU (GILGAMESH)

The commander mecha of the Marduke, the Gigametsu is one mean-looking opponent! Crimson colored, it is equipped with a vast array of thrusters and possesses a maneuverability equal to the VF-2SS. It doesn't seem to have any hand weapons but it doesn't really need any. The forearms contains missiles and is covered with extendable blades on its feet, fingers and knees, as well as two extendable giant scythe blades on its backpack. The helmet on the head can open up to reveal a face behind the mask. The Gigametsu possesses a cockpit like the Valkyrie since the Mardukes are human-sized. This mecha is piloted by a high Marduke officer named Feff. The translations mentioned that the Gigametsu is unique but Episode Three shows many of them. The mystery remains complete in that matter.

**Code name:** Gilgametsu
**Official code:** unknown
**Use:** Marduke Command Mecha
**Height:** 14.4 meters
**Armor material:** unknown
**Generator:** fusion engine
**Apogee motors:** unknown
**Armament:** missile launcher X many, extendable scythe blade X2, extendable blade X12

## MELTRAN QUEADLUNN-RAU Powered Suit

This suit is the souped-up version of the powered suit used by the Meltrans in the first war. The modifications seem to be more cosmetic than anything else and from what we can see, it actually shrank in size! This would indicate a major step up in powered armor technology. Thruster power and maneuverability could also be better when compared to the old model, but very little material is available on this machine. Its color is purple.



**Code name:** Queadluun-Rau
**Official code:** unknown
**Use:** Meltran Powered Armor
**Height:** 14.0 meters
**Armor material:** unknown
**Generator:** fusion engine
**Apogee motors:** unknown
**Armament:** missile launcher X4, impact cannon X2, beam rifle X1

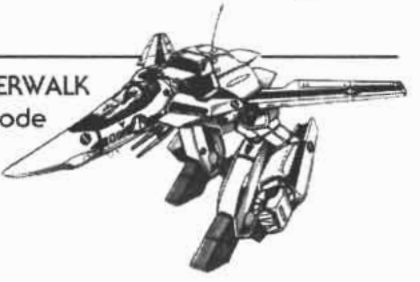




**VF-1S**

BATTROID mode

GERWALK mode



FIGHTER mode

Several models were produced, each by a different company. Continental produced the VF-1A soldier model, the most commonly found and least powerful of the Valkyries. Belle-Com produced the VF-1J junior officier craft as well as the VF-1D trainer, armed but under-powered so it was rarely used in actual combat. Lastly, Stonewell produced the customized VF-1S used by Roy Fokker. It was later made into a standard squadron commander craft. At the request of the Army, Stonewell also produced the VT-1, a pure training craft, which was unarmed. Nicknamed the "Super Ostrich", it had a large fuel supply to allow for longer training flights.

**VT-1D**

HISTORY OF THE VARIABLE FIGHTER: CONTINUED ON PAGE 27

Raymond P. Campiglia (Order : 33181643)

# VF-2SS VALKYRIE II

**Bandai1/100 scale plastic kit**
**Modeling by John Moscato**

**The 1/100 scale VALKYRIE II is the first model released by Bandai from the MACROSS II series (and most probably the only model that will not be released as a garage kit!)**

CONTINUED ON PAGE 31

Raymond P Campopio (Order #5316163)

# ZENTRAEDI GLAUG
## COMBAT SYSTEM

Imai1/144 scale plastic kit
Modeling by John Moscato

The Glaug is often seen in Macross as it is the mecha of one of the main villains (namely Kamjin). It serves as the general male officer weapon and can be mated with a rocket sled for additionnal speed and range.

CONTINUED ON PAGE 30

# QUEADLUUN-RAU
## MELTRAN POWER ARMOR

Imai 1/144 scale plastic kit
Modeling by Dominique Durocher

The Queadluun-rau is the meltran female power armor seen in the original Macross series. This particular craft is that of the Meltran ace, Miria Fariina.

CONTINUED ON PAGE 30



Raymond P. Campopiano (Online #5316168)

# MS GUNDAM FORMULA 91

**Based on a synopsis by Dan Su, Anime Berkeley**

**UNIVERSAL CENTURY 0123, FALL - A Thanksgiving school festival is being held at Space Colony Frontier IV's Frontier Academy. Seabook manages to drag Cecily into the Miss Countryside Contest, where she wins first place. Cecily, not too pleased, is about to reject her prize when the forces of the Crossbone Vanguard suddenly invade the colony. In an instant, the school is turned into a battlefield. As Seabook and his friends scramble for cover, the battle lines expand.**

Seabook and his friends manage to find shelter in a mobile suit museum,where they find out that warships taking in refugees will be leaving from Outer Wall Port 24. They set out in search of the port in an old Guntank from the museum but they are stopped by Federation forces that want them tojoin the battle. Thanks to Seabook's father, Leslie, Seabook and his friends escape from the Feds and reach Port 24. They are dismayed to find out that all the refugee ships have already left but Leslie is able to secure a space boat for them.

Seabook tries to stop Cecily from being delivered into the hands of the Crossbone Vanguard by her foster father, Theo, but Theo shoots Seabook. Dorel, Cecily's older brother, arrives in his Berga-Dalas mobile suit and easily puts Seabook's Guntank out of commission. Seabook is knocked unconscious. Cecily, helpless to resist, is taken away.

Afterwards, the wounded Seabook and his young friends head out for Frontier I in their space boat.

Cecily is taken to the House of Ronah(*), the same house Cecily and her mother ran away from 10 years ago. There, she meets her real father, Korozo, a commanding officer in the Crossbone Vanguard wearing an ominous iron mask. Cecily has a little trouble believing that he is her father. He refuses to remove his mask until Cosmo Babylonia is completed, much to Cecily's confusion.

Iron Mask takes Cecily to the leader of the Crossbone Vanguard, who is none other than Cecily's grandfather, Meitza. Cecily has a flashback and remembers the gentle grandfather she had in her childhood days. Her grandfather tells her that she will be made queen (a sort of idol figure the common people can look up to) until Cosmo Babylonia is completed. The unexpected course of events leaves Cecily in a daze.

After the dramatic reunion, under the escort of lieutenant Zabine, Cecily returns to Outer Wall Port 24, where she last saw Seabook. She enters the cockpit of Seabook's Guntank and sees bloodstains. She hopes that Seabook is still alive.

As the Federation Army is gradually cornered, they decide to mount a direct attack on the colony, completely oblivious to the threat this would pose to the civilian population.

Using this act as an example, Meitza tells Cecily how he deplores the cruelty of the Fed Army and the corruption of the current political powers. Accordingly, in order for the human race to survive, it is necessary for the nobility to rise and lead mankind. This is Meitza's so-called "Cosmo Nobility Principle". However, these are the same words that the Zabi Family of the Jion Empire uttered half a century ago...

Meanwhile, Seabook and his friends run into the Fed Army's training warship, the Space Ark, in Frontier I. Preparations are going as quickly as possible to transform the Space Ark into a resistance base against the Crossbone Vanguards. The prototype mobile suit F91 lying within the Space Ark is no exception as the crew desperately tries to make it operational. Seabook and his friends decide to help them.

Seabook discovers that the F91 was designed by his mother Monica. The person to solve the last problem with the F91 is none other than Seabook's little sister, Rees. Using a string, she shows the engineers the relation between the Cat's cradle game and the Bio Computer's circuits.

Seabook thinks that his mother placed her work above her family but the Monica in the display screen is still his gentle mother from long ago. Mixed thoughts flit through Seabook and his sister's minds as they observe the F91 lying before them.

The forces of the Fed Army stationed in the colonies are easily overpowered by the superior forces of the Crossbone Vanguards. The military leaders do not fully understand the significance of what has happened.

The Crossbone Vanguards's battle plan steadily continues as they take over the colonies one by one until only Frontier I is left. Thinking that the Federation Army is unable to provide an effective counter offensive, Dorel boldy disregards his orders and invades Frontier I.

Meanwhile, inside the Space Ark, the finishing touches are being made to the F91. It is named "Gundam F91" due to its striking similarity to a certain line of mobile suits from the past.

Dorel's raid catches the Federation forces by surprise. His unit makes mincemeat out of the Federation Army's MS. The Space Ark prepares



Raymond P. Campopiano (Owner # 5316163)

# MECHA SYNOPSIS

to go into battle and releases its mobile suits. Seabook pilots the Gundam F91.

Seabook tries to avoid any hostile contact but he encounters an enemy mobile suit immediately after launch. Frantically operating the controls, Seabook manages to destroy the invader with the beam saber. Then Seabook shoots down two more enemy mobile suits with one shot from the beam rifle. After losing three of his men so easily, Dorel decides to retreat.

In the newly renovated Cosmo Babylonia (formerly Frontier IV), the citizens are just beginning to calm down as life returns to normal. Seabook has infiltrated the colony to find Cecily. Disguised as an electrician, Seabook manages to sneak into the guesthouse where Cecily is staying.

At that time, Cecily decides that she cannot live as Cecily Fairchild any more. She realizes that she cannot die under the close attention of her vassals so the only path left for her is to live as Vera Ronah, the eldest daughter of the House of Ronah. As a way to bid farewell to the old Cecily Fairchild, she cuts her hair short.

Then Seabook walks into her room, much to her surprise. Seabook urges Cecily to return to their friends but her response is unexpected: she says that it's too late for her to change her mind.

Suddenly, Zabine enters the room with gun in hand. Cecily runs towards him to block his shot at Seabook. Seabook, seeing his chance, jumps through a window and escapes. Zabine regains his posture and fires a few shots but Seabook gets away.

Finally, the day has come for the Crossbone Vanguard's Babylonia Declaration. After a parade, Iron Mask begins his speech.

In the middle of Iron Mask's anti-Federation speech, a shot rings out. The bullet hits Iron Mask but fails to hurt him. On the contrary, the people rally in support of Iron Mask as he continues his speech, undaunted.

As Seabook observes these proceedings from the crowd, he only wishes that he can make Cecily understand that people with military power can only think about military domination.

Seabook turns to leave but an officer from the House of Ronah seems to recognize him: "Seabook...? I've found you!" Seabook falls into the officer's little trap as he impulsively breaks into a run. He is rescued by a car driven by his father, Leslie. A mobile suit opens fire on the fleeing car. The car takes a direct hit and Leslie is wounded. Seabook takes his father along and flees from Babylonia in the F91.

Inside the F91, Leslie tells Seabook why his mother left them to pursue her work. Leslie explains that he loved Monica but he also loved her work and it was he who urged her to pursue it. Leslie's last words are "I've raised you and Rees well..." Seabook's father dies as Frontier I comes into view, where Rees eagerly awaits their arrival.

Ten years ago, Nadia Ronah, Cecily's mother and Meitza's daughter, decided that she didn't want any part in the House of Ronah or the Cosmo Nobility Principle that it advocated. Taking Cecily with her, she ran off with Theo, but soon afterwards, she left Cecily with Theo and mysteriously disappeared.

Suddenly, Nadia and Theo show up at the guest house. Nadia came to see her ex-husband Korozo and to take Cecily away from the House of Ronah again. Theo lies to Nadia about Cecily's abduction, saying that Cecily just happened to be discovered by them. At this time, Nadia doesn't care how Cecily was found.

Nadia sees Iron Mask and Cecily coming out of a room after a meeting and approaches them. She tries to persuade Cecily to leave Babylonia but Iron Mask and Meitza cut in. Meitza accuses Nadia of not living up to her noble heritage; he declares that Nadia is not his daughter. As if that wasn't enough, Cecily condemns her mother's way of life. Nadia desperately tells Cecily "Cecily! You are not Vera Ronah!" To which Cecily responds, "No! I am Vera Ronah, pilot of the Vigna-Ghina." Nadia refuses to give up but is taken away.

Finally, the Crossbone Vanguard's battle plan to take over Frontier I begins. One by one, the recon MS are sent out. Among the pilots is Annamarie, under Zabine's command.

Annamarie observes Zabine's advances towards Cecily and becomes jealous. Although Zabine is supposed to protect Cecily in the upcoming battle, he lets her enter Federation space.

However, it turns out that Cecily doesn't rely on Zabine. On the contrary, Cecily begins to lose faith in Meitza and Iron Mask. She wonders whether or not they really intend to do what they announced to the people. Hiding her mixed thoughts, Cecily goes in her personal mobile suit.

As Zabine observes Cecily (who never practiced flying a mobile suit before) fly in perfect formation, he begins to believe in the existence of Newtypes. Riding on the hopes of various people, the Crossbone Vanguards's MS head for Frontier I.

Before long, the battle begins between the CV and the remaining Federation forces. Iron Mask gives the order to deploy the Bugs, machines designed for the express purpose of killing people.

The Space Ark starts to move toward the harbor on the opposite side of the mines the Crossbone Vanguards infiltrated.

Raymond P. Campigli (Owner) - 5316168

# MECHA SYNOPSIS

Meanwhile, Seabook, Berghito, and Annamarie (who just defected to the Space Ark) are sent to the mining section. When they arrive, they run into Zabine's invasion force, which has already infiltrated the colony.

In the midst of battle, Annamarie finds Zabine and tries to kill him.

Unfortunately, Annamarie is no match for Zabine and she is shot down. Seabook's Newtype powers are awakened as he senses her death.

Zabine's mech is damaged from the battle so Cecily starts to escort him into the colony. As the Space Ark approaches the space harbor, the order to retreat is given to Seabook and Berghito.

Cecily's Vigna-Ghina appears before Seabook's retreating Gundam.

Without knowing who's piloting the other MS, they engage in combat. After a while Cecily establishes a line of communication with the other mobile suit and recognizes Seabook's voice. She explains that she joined the House of Ronah because she didn't have any place to go after all of her friends were dead. Cecily seems to be back to her old self. She rejects the House of Ronah and rejoins Seabook and her friends in the Space Ark.

There is a small dispute about Cecily when she comes aboard the Space Ark. Everyone greets her warmly except for Berghito. Berghito is angry at all of the deaths caused by the CV's first strike and directs his anger at Cecily. Furthermore, he asserts that if the enemy has Newtypes, then they must be dealt with quickly.

Berghito is about to explode into rage but is restrained by the acting captain, Leahlee. She says that Cecily's been through enough already and decides to overlook any complications concerning her for the moment. Berghito isn't really satisfied with Leahlee's judgement but there's nothing he can do about it.

A large number of refugees have gathered around the space harbor where the Space Ark has entered. Among these refugees is Monica, one of the SNRI staff members responsible for the development of the F91. She's allowed to board the Space Ark despite protests from the angry crowd.

At that time, the Zamouth Garr comes to rest in its moorings in the mining section of the colony. Iron Mask's orders are being carried out and the Bugs are prepared.

What awaits Monica in the Space Ark is not only the F91 but also her two children and the death of her husband. Rees, who has been behaving courageously since the war started, finally releases all of the feelings she built up inside her and directs them at Monica.

When Monica realizes that placing her work above her family has caused the death of her husband and has sent her son into the battlefield, she becomes very upset. Seabook goes to his mother's side and tells her to put aside her worries until the war's over.

The Space Ark finishes its preparations to leave port, and heads out into space. Now that it is carrying a large number of refugees, it's bustling with activity.

Meanwhile, inside Frontier I, the Bugs are on the rampage, slaughtering all of the inhabitants of the colony. The resistance forces desperately try to mount a counteroffensive but their efforts are futile. In order to support them, Seabook and his comrades take their mobile suits and return to the colony.

The Bugs attack Seabook's squadron. A single Bug doesn't pose much of a threat but there are many Bugs loose in the colony. In no time, Seabook and his team find themselves desperately struggling to fend off the Bugs' relentless attacks. Berghito is unable to defend himself against so many Bugs and his MS is brutally cut to pieces.

While fighting against the Bugs, Cecily realizes that this atrocious act is Iron Mask's doing. Cecily says that they must kill him, and Seabook agrees.

However, they can't just leave to go after Iron Mask. Using himself as a decoy, Seabook draws the Bugs away from Cecily so she can exit the colony.

As expected, once Cecily is gone, all of the Bugs concentrate on Seabook. With his beam sabers, Seabook manages to destroy them one by one.

Meanwhile, just outside the colony, Cecily spots the detached front section of the Zamouth Garr, the Garr Plau, which is responsible for sending the Bugs into the colony. Cecily promptly destroys it.

Seabook feels the shockwaves from the explosion and knows that Cecily has destroyed the source of the Bugs.

On the bridge of the Zamouth Garr, Iron Mask learns of the destruction of the Garr Plau. He decides to go out and join the battle, knowing that Cecily is responsible for the destruction of the Garr Plau.

Iron Mask sets out in his powerful mobile armor, the Lafressia. He easily disposes of some nearby Fed reinforcements and heads toward Frontier I.

Seabook and Cecily leave the cylinder and head for the Space Ark.

Everyone back at the ship is relieved to find out they're safe but they know that the fighting isn't



Raymond P. Campigli (Order # 53161643)

over yet. The Lafressia arrives and engages them. Seabook realizes what a truly sick monster Iron Mask is.

The Lafressia unleashes a vicious beam attack. Cecily and Seabook dodge the beams and renew their fight with vigor. Suddenly, a bloodthirsty Cecily fires a shot straight at the Lafressia's cockpit but her beam is blocked by the barrier shield. Facing a counterattack from the mobile armor, Seabook and Cecily retreat into the nearby remains of a colony. The Lafressia follows them.

Seabook points out that they should use the remains of the colony as shield and fight the Lafressia in close combat. However, all Cecily can think about is killing Iron Mask and she is unable to effectively coordinate her attacks with the Gundam's.

Iron Mask notices that the mobility and combat effectiveness of the two MS are noticeably better than that of those piloted by ordinary soldiers. He suspects that both of the pilots are Newtypes.

Cecily's beam launcher proves to be ineffective against the Lafressia, so she grabs her beam saber and charges it.

Meanwhile, Zabine returns to the Zamouth Garr. He asks Gilais about the mobile armor that left earlier. Gilais responds, "It's none of my concern!" Zabine lures Gilais out into the airlock, where he shoots him and sets his body adrift in space. He realizes the bitter truth that nothing can be accomplished in the Crossbone Vanguards without Iron Mask's knowledge and consent. It turns out that even Meitza does not know of the existence of the Lafressia.

Afterwards, Zabine orders the Zamouth Garr to stay alert and sets out in a MS to look for the Lafressia.

Iron Mask is winning the battle against Seabook and Cecily. In close range combat, he inflicts a lot of damage on Cecily's Vigna-Ghina with the Lafressia's tentacles. Undaunted, Cecily continues her attack. However, we can see that she is at an overwhelming disadvantage.

Finally, the Vigna-Ghina is caught in the Lafressia's tentacles. Cecily still refuses to give up. She begs Iron Mask to stop his ruthlessness but her voice falls on deaf ears.

She tries to use the escape pod but it is jammed by the tentacles. The tentacles penetrate the pod's armor and enter the cockpit, much to Cecily's horror. Iron Mask laughs triumphantly as he pries open the cockpit hatch. Cecily tries to shoot him with her handgun but it's no use. Cecily is utterly helpless as she is dragged out from her MS.

All this time Seabook has been forced to keep his distance by the Lafressia's tentacles. When he sees Iron Mask and Cecily's dramatic confrontation, he goes berserk. The Gundam's Psychomu System responds and unleashes the Gundam's full potential. Now, when it moves, it leaves an afterimage. The Lafressia's beams can only hit the ghost images of the Gundam.

Suprised by this new attack, Iron Mask throws Cecily away and concentrates on returning fire. The Lafressia's attacks are ineffective against the powered-up Gundam, and Iron Mask panics.

Seabook realizes that the beams are centered on the Gundam's afterimage. Using this to his advantage, Seabook flies right to the Lafressia's cockpit. When he leaves, the afterimage remains in front of it. The Lafressia's tentacles attempt to hit it but end up destroying the cockpit instead. The resulting explosion destroys the entire mobile armor, and Iron Mask with it.

After the explosion of the Lafressia, Seabook calms down. He notices that Cecily is gone and starts looking for her but she is nowhere to be found. Seabook becomes distressed.

Zabine witnesses the destruction of the Lafressia and tries to find the MS squadrons responsible. He is amazed to discover that it took only one, the Gundam, to destroy the Lafressia. There is no reason to fight now that it has disposed of Iron Mask for him so Zabine moves on. He's determined not to be ruthless like the Iron Mask. After receiving comfirmation that the Space Ark is really carrying refugees, Zabine calls off the attack.

Meanwhile, back at the ship, an extensive search and rescue operation is started, but the Space Ark's radar cannot single out Cecily from all the debris floating in space.

Following his mother's advice, Seabook readjusts the Gundam's Psychomu so that it incorporates radar coordinates. Using it as a sensor, he searches for Cecily. Seabook is frustrated many times but with his mother's support, he continues his search. Then, Seabook is attracted to a shining object. The object turns out to be a lily (one of the lilies that were attached to Cecily's Vigna-Ghina)...and behind it, Cecily. Seabook and Cecily embrace each other and return to the waiting Gundam.

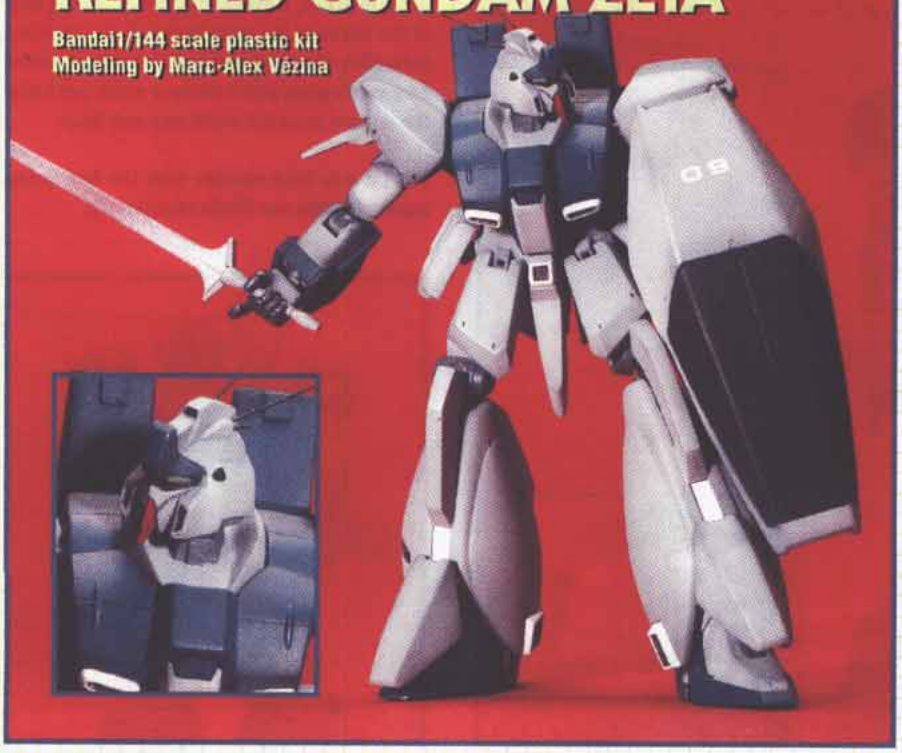
**-THE END-**

**(for now, anyway)**

Raymond P. Campopiano (Order #33616)

## RGZ-91
# REFINED GUNDAM ZETA

Bandai 1/144 scale plastic kit
Modeling by Marc-Alex Vézina



The ReGZ is a simplified and mass-produced version of the Zeta Gundam built without the costly transformation mechanisms. Instead, the suit can link up with a small fighter-like craft which provides it with speed, range and heavier firepower.

CONTINUED ON PAGE 32

The trooper MS used by Lond Bell during the second Neo-Jion war, the Jegan was developped from the RGM-86 GM III. Heavily armed and wickedly fast, it was nonetheless outclassed by the AMS-120 Geara-Doga used as standard trooper unit by the forces of Neo-Jion. The Jegan entered service in 0089 UC and is still in service in 0123 UC.

CONTINUED ON PAGE 32

## RGM-89
# JEGAN

Bandai 1/144 scale plastic kit
Modeling by Martin Ouellette

Raymond P. Campopiano (Owner - 3316168)

## ATM-09-STBC
# STRONG BACCUS

Takara 1/35 scale plastic kit
Modeling by Pierre Ouellette

The Strong Bacchus is yet another variation of the rugged Scopedog. Mostly used by miscellanous pilots in Uoodo, it differs from the Scopedog only in the shape of the main body and the crashbar protecting the optic sensors. The variant shown here used a pump action shotgun which was not in the original serie but could very well have.

The kit was built straight from the box, using Humbrol paints and Krylon Mat Varnish.

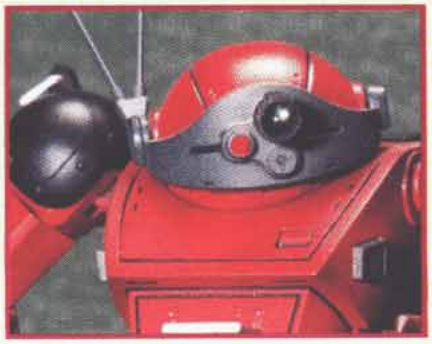
## ATM-09-GC
# BRUTISH DOG

Takara 1/35 scale plastic kit
Modeling by Pierre Ouellette

The Brutish Dog is a variant of the Scopedog medium weight Armored Trooper. It differs from the Scopedog by the rapid-fire multi-barrelled cannon mounted in place of the right forearm.

In VOTOMS, the Brutish Dog was often used by Fyana in her first appearances. She eventually moved to other machines but it is the AT most associated with her.

The kit was built straight from the box, using Humbrol paints and Krylon Mat Varnish.

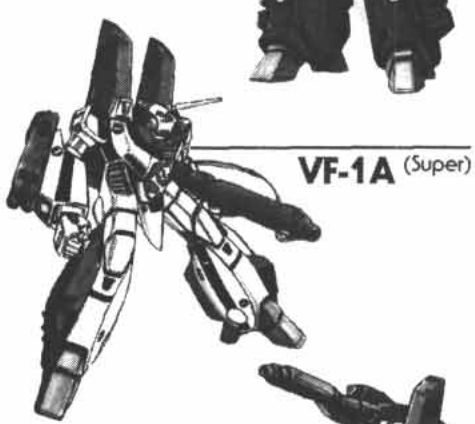


Raymond P. Campigli (Order # 5316168)

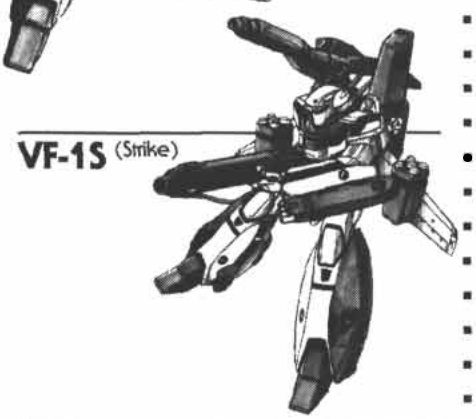
In January 2009, all available VF units were deployed to the SDF-1 Macross for further flight and combat testing. The arrival of the Breetai Squadron and its subsequent attack caused a premature trial by fire for the Valkyrie, bringing in more experimental data at the cost of many craft and pilots. Production continued both aboard the SDF-1 and on Earth.

Shin Nakasu Heavy Industries then developed the GBP-1 armor. This armor, which can only be installed in Battroid mode, doubled the weight of a Valkyrie and reduced its mobility, but increased its firepower. Pilots loved it not only because of the greater armament and protection, but because they could discard damaged armor in flight and switch modes for a fast getaway. Initially, only the VF-1J interfaced with the GBP-1 armor, but all models were later refitted to do so. The GBP-1 was nicknamed the Armored Valkyrie. Partly as an answer to this, Stonewell developed the Super backPack (SP), which increased not only firepower, but mobility as well. It proved its worth mostly in space combat.

**GBP-1S**
(Armored Valkyrie)



**VF-1A** (Super)

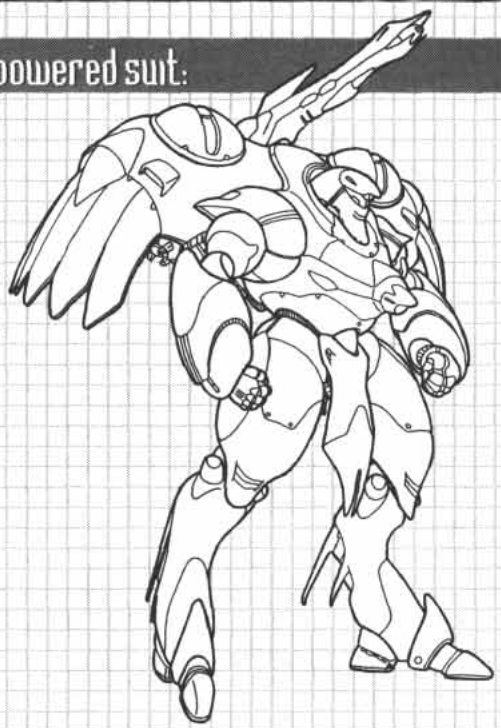


**VF-1S** (Strike)





## ZENTRAN NOUSJADEUL-GER powered suit:

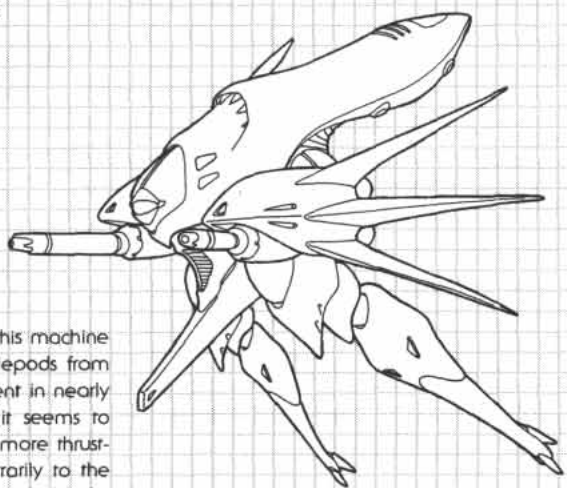


As with the Queadlunn-Rau, this suit is a more advanced version of the old suit used by the Zentran of the first war. Thruster power, maneuverability and firepower may have been increased but again, only partial information is available. This leads us to believe that the performance has not been improved that much. This mecha's color is dark green.

**Code name:** Nousjadeul-Ger
**Official code:** unknown
**Use:** Zentran Powered Suit
**Height:** 15.4 meters
**Armor material:** unknown
**Generator:** fusion engine
**Apogee motors:** number unknown
**Armament:** heavy cannon X1 (backpack), impact cannon X1

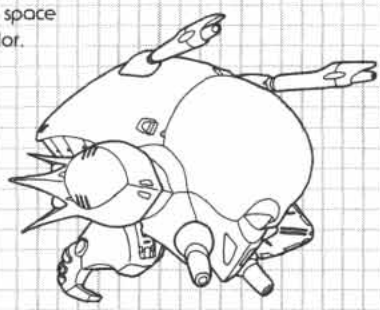
## ZENTRAN BATTLEPOD

**OFFICER BATTLEPOD:** Of the two pods used by the Zentran, the officer's pod is the one that resembles the most its first war counterpart. The legs are still present, although reduced to their simplest expression. The big guns that made the arms on the first model are still present but they are now part of the thruster pack. The pilot is still sitting in the cockpit and the range of instruments is much better than in the first model. As with the standard pod, the dimensions have been drastically reduced but the performance is probably far superior to the first model's. The Officer Battlepod is purple.



**Code name:** Zentran Pod Glaug
**Official code:** unknown
**Use:** Zentran Officer Pod
**Height:** 15.8 meters (w/dorsal fin)
**Armor material:** unknown
**Generator:** fusion engine
**Apogee motors:** number unknown
**Armament:** heavy beam gun X2, missile launcher X2

**STANDARD BATTLEPOD:** Although this machine is used in the same way as Battlepods from the first war, it is extremely different in nearly all aspects. The legs are gone (it seems to work with anti-gravity); there are more thrusters and firepower; the pilot, contrarily to the first type, lies down in the cockpit, probably for better G resistance. They can fly both in space and atmosphere, and are a brownish color.



**Code name:** Zentran Battlepod
**Official code:** unknown
**Use:** soldier battlepod
**Height:** 10.4 meters
**Armor material:** unknown
**Generator:** fusion engine
**Apogee motors:** number unknown
**Armament:** beam gun X4, missile launcher X2 (3 missiles each)

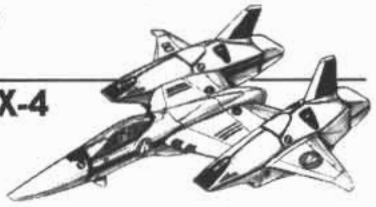


Raymond P. Campiglio (Order # 33161643)

## HISTORY OF THE VARIABLE FIGHTER

In May, Stonewell and Belle-Com started work on the VF successor, the VF-X-4. With the attack on Earth, the development team was wiped out and the data destroyed, although partial copies were later found aboard the SDF-1. The only surviving engineering teams were those of the VF Project aboard the SDF-1. Rallying under Dr. H. Takachihoff, they formed the Takachihoff company. They continued developing the Valkyrie and designed the VE-1 ELINT-seeker, an advanced warning and electronic intelligence-gathering craft with large fuel tanks. Its systems were designed so all, including the dome radar, could be used ir

**VF-X-4**

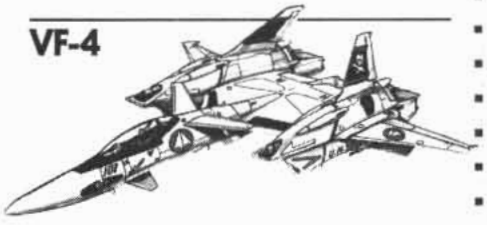


**VE-1**
ELINT-seeker

## After the War

Following the defeat of the Bodolza fleet, humans and Zentran coexisted more or less peacefully. Other than some minor rioting, there was little combat to speak of. During this time, reconstruction was the prime concern, and this culminated with the launch of the MegaRoad in 2014, escorted by VF-4 squadrons. No new mecha were designed during this time, all efforts being directed towards reconstruction. The only development of the period was the Minmay Attack, a psychological weapon used against marauding Zentran. In 2030, Dr. Takachihoff died, but his company continued to expand.

**VF-4**



In 2036, the Neld Space Fleet of Zentran attacked. Although repelled, it demonstrated the need for further training and better machines. The answer to this was an upgrade of the basic Valkyrie systems and a new pack, the SP II built by Takachihoff. The craft were renamed VF-1AR, VF-1JR and VF-1SR, and were basically the same as the others.

**VF-1AR**

**VF-1JR**

**VF-1SR**
(Battroid mode)

GERWALK mode

FIGHTER mode

Between that incident and the late 2040s, there were no conflicts, and the rebuilding efforts continued unimpeded. On May 6th, 2054, the immigrant ship Million Stars is attacked by rogue Zentran forces 1.8 light-years from Earth, prompting the formation of a defensive line at Pluto's orbit using the Minmay Attack and the Breetai Squadron ships. The rogue forces come against the defensive line that same year and are defeated at great loss to both sides. The good news coming from this battle was the capture of a Zentran factory satellite nearly intact. It contained much new technology, which was incorporated into the VF-XX technology demonstrator.

**VF-XX**
(Battroid mode)

FIGHTER mode

## The Second Generation

In 2072, the first of the VF-2 series was completed. It was developed for two main reasons: one was to generate a greater combat capability. The Battroid mode had originally been designed for hand-to-hand combat but had proven itself ineffective in that role. So the VF-2 was made larger and more powerful to counter this. The second reason was to have different machines for both space and atmospheric combat.

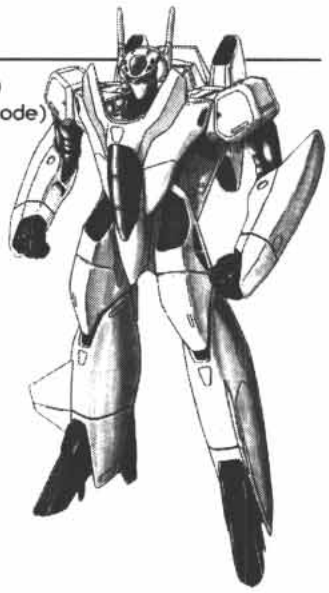
Since the Minmay Attack was so effective in repelling assaults, it was decided to use only large ships in space and reserve the S model for atmospheric

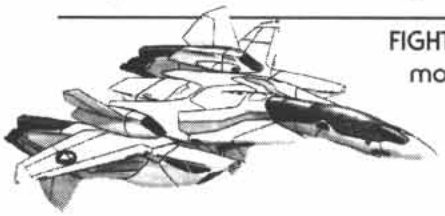


Raymond P Campiglio (Order - 3316148)

combat. In 2086, it was replaced in that role by the J-model, which was larger and had refined aerodynamics. The SAP pack was added to the VF-2SS in order to increase its firepower for use against large ships.

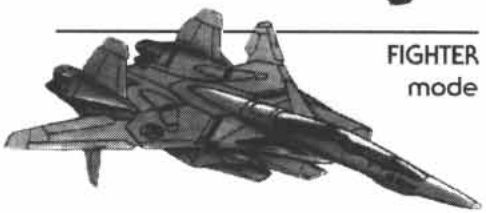
**VF-2SS**
(Battroid mode)





FIGHTER mode

**VF-2JA**
(Battroid mode)



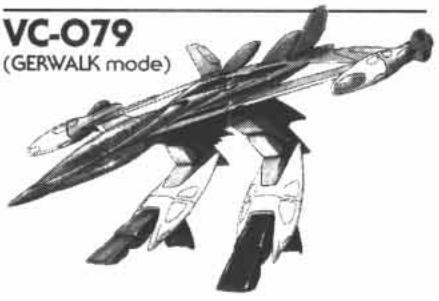
FIGHTER mode

**VF-2SS/SAP**
(Battroid mode)

## Civilian Service

In 2050, the Takachihoff Company saw there was no need for battroids after the war, and decided to introduce variable technology to the civilian market, starting production of VC variable planes. In 2051, the VC-051 was marketed for use in rescue operations and fire protection. It revealed itself to be very efficient in bad weather with good stability and speed. It was the ideal craft to use the military technology in the civilian market. In the 2060s, it even started being used recreatively, and became a leisure aircraft much as the earlier prop-fans. The VC-079, marketed in 2079 as an observation craft, is used amongst others by journalists for flying reports.

**VC-079**
(GERWALK mode)



**It has been almost a century since the first VF has flown. Although it may seem that the variable fighter technology has reached its limits, this may well be only the beginning.**

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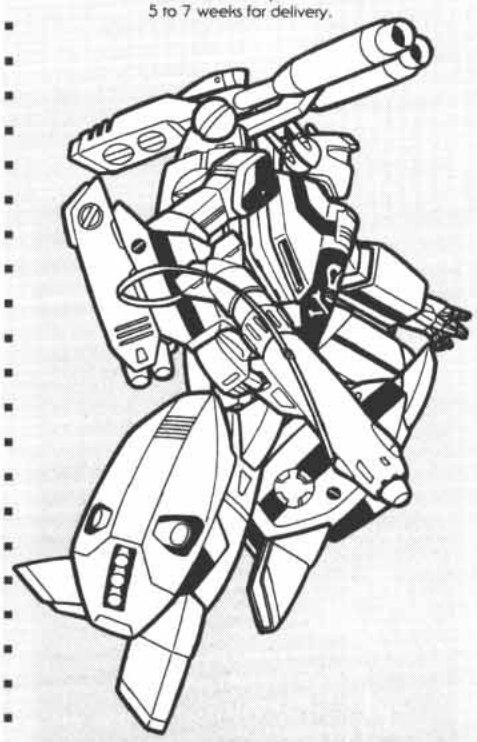

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Raymond P Campiglia (Order 33181643)

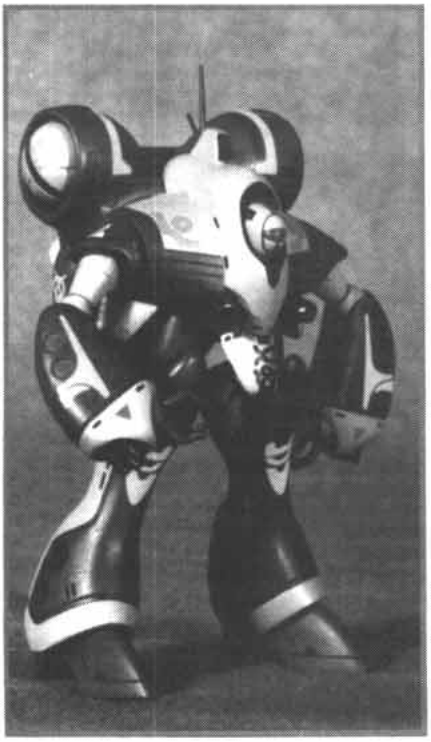
## Meltran Queadluun-Rau Power Armor

**Imai 1/144 scale plastic kit**
**Modeling by Dominique Durocher**

This model is an early release in the Macross series. This is obvious in the molding and joints, which are clearly of a different grade than those of today. Overall, the fit of the model is quite good, but there are a few problem areas. The cockpit section opens to reveal the torso of a Miria figure, but this does not look right and , if left mobile, the three panels do not close properly. I removed the hinge parts and glued them closed, in which case they fit well. The forearms are also a problem. They do not fit well at all and require considerable work. If you want to install the legs after painting, you will have to cut the pins down slightly.

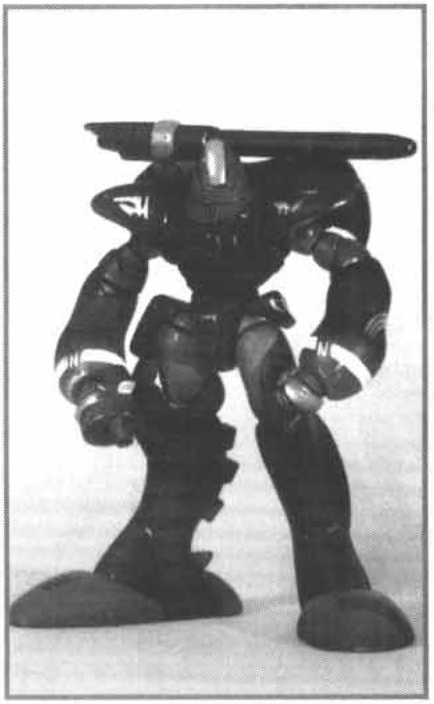
I built this model straight. It doesn't really need any lengthy modifications. It was painted with Humbrol paints and varnish. The decals are nice, but the yellow is a little thin and the underlying color shows through.

A very nice and understandably popular kit. It's recent reissue will undoubtedly please a great many modelers.



## Nousjadeul-Ger Power Armor

**Imai1/144 scale plastic kit conversion**
**Modeling by John Moscato**



Following in the wave of popularity of MACROSS II, my co-workers and myself have decided to contribute to this magazine a special on the kits from the original MACROSS series.

The NOUSJADEUL-GER is a 1/144 scale plastic model made by Imai that was produced back in 1982 and is, in 1993, about as rare as they come. That is, until Bandai recently reissued many Macross classic kits, including this one.

Though there is nothing truly negative to say about this model, a word of caution is due: those who are seeking a simple no-nonsense model should not consider this kit as a purchase, since it requires a great deal of modification and adjustment just to get it to match the box top.

On the up side, it provides the experienced model builder with a considerable and interesting challenge. No modification blueprints were provided in this article, unfortunately, since I really didn't follow any; for the best results, simply refer to the top and side box panels for appropriate proportions and dimensions.

## Zentraedi Glaug Combat System

**Imai1/144 scale plastic kit**
**Modeling by John Moscato**

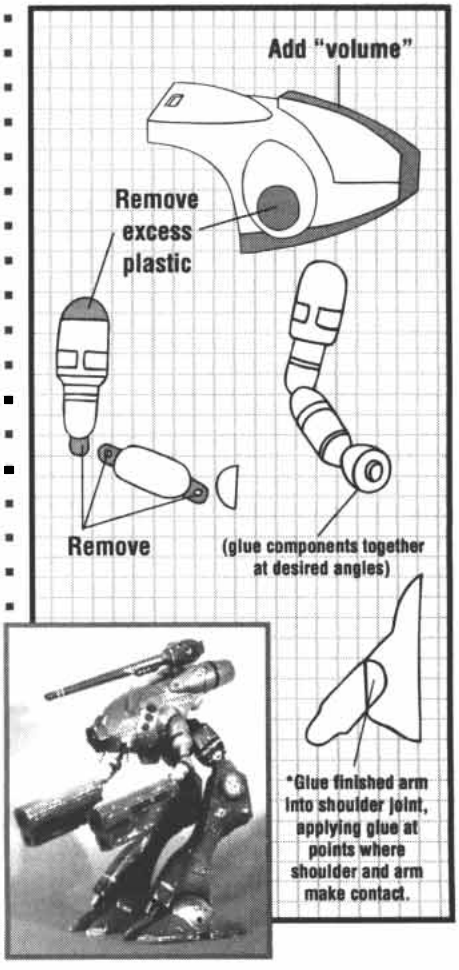
Yet another Zentraedi Macross model is the 1/100 (actually 1/144) GLAUG COMBAT SYSTEM.

Like the other Zentraedi kits, this one is a glue-together type, and is posable even when finished. Another common trait is the lack of rubber joints, which greatly restricts any type of movement (for best results, the kit should be built static to avoid future problems).

At best, the model is horrendously disproportionate, making for an ideal conversion project. It is definitely not suitable for the novice modeler.

For those who wish to modify their kit, some basic diagrams of the most significant modifications have been provided.

A fair kit with many small quicks.


Add "volume"
Remove excess plastic
Remove
(glue components together at desired angles)
*Glue finished arm into shoulder joint, applying glue at points where shoulder and arm make contact.



Raymond P Campiglio (Order # 3318648)

## VF-2SS Valkyrie II

**Bandai1/100 scale plastic kit**
**Modeling by John Moscato**

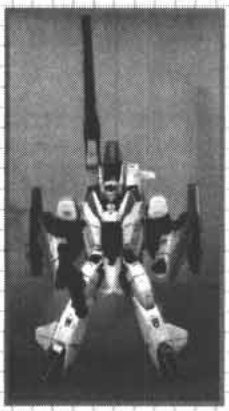
As plastic kits go, the new VALKYRIE could not be more pleasant to assemble: unlike the old Valkyrie, this model goes together quite splendidly (having adopted the snap-fit system from their GUNDAM line) and is surprisingly faithful to the animation designs. Also, the model is packaged with the ever popular decals that were missing from previous Bandai kits and are a welcome addition.

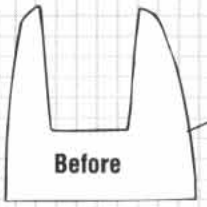
A slight disappointment is due mostly to the lack of crisp detailing on some of the leg pieces, but can easily be corrected with a skillful paint job.

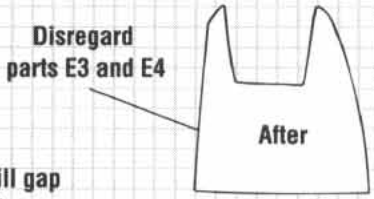
To further enhance the model's appearance, I have opted to elongate the legs on my model in order to give it a more elegant look (see Fig. 1). Also, the stock hands were discarded in favor of the hands on the original Valkyrie model, which have much better detail.

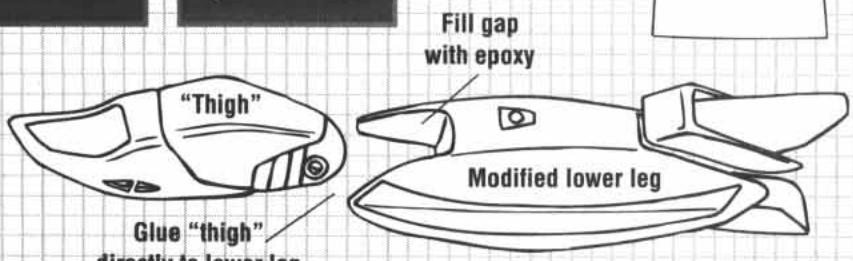
This is definitely a grade "A" kit, suitable for beginners and advanced modelers alike!

### Valkyrie MK II







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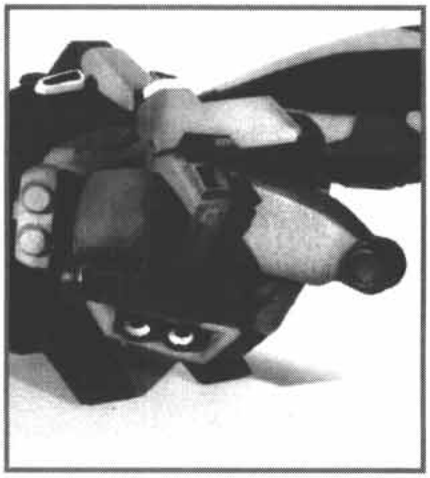
Raymond P Campiglio (Order # 33161648)

## RGZ-91
## REFINED GUNDAM ZETA

**Bandai 1/144 scale plastic kit**
**Modeling by Marc-Alex Vézina**



Amuro Rey's first mecha in the acclaimed movie "Nu Gundam: Char's Counterattack", the ReGZ is a simplified and mass-produced version of the Zeta Gundam built without the costly transformation mechanisms. Instead, the suit can link up with a small fighter-like craft which provide it with speed, range and heavier firepower.

Later in the movie, Amuro starts piloting the Nu Gundam and gives his ReGZ to Kayra Su, one of the top aces of Lond Bell. The MS is heavily damaged in battle and Kayra is killed. In the end, Chien Agy uses it to try to get a piece of psycho-frame to Amuro, but she is killed (and the ReGZ vaporized) by Hathaway Noah.

This model does not represent the actual ReGZ seen in the movie, but rather one of the mass-produced models available to Lond Bell forces. As such, it is painted in a light gray/blue/white paint scheme instead of the classic (although the white was replaced by a light blue) Gundam colors.

The kit was built straight from the box except for the hips and head area which were extensively reworked to make the shape more accurate.

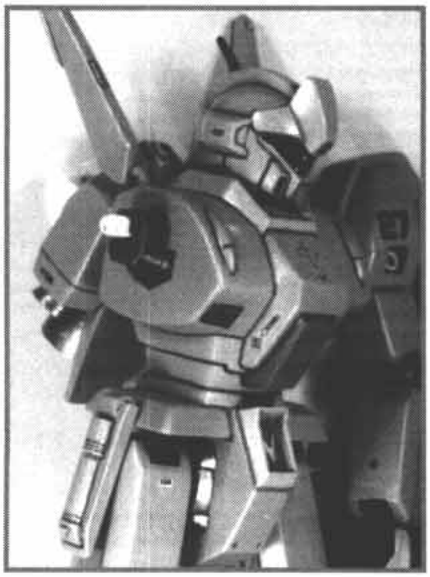
The head was made longer by placing a thin sheet of plastic between the kit parts. Once this was done the tube molded along the back of the head was cut out and replaced by a piece of wire. The gunports were drilled out and a pieces of very small tubing were glued in place to represent the gatling cannons. The face was slightly altered and the chin was resculpted to get the "movie look". Small wires represent the antennae.

The hips were poorly detailled. According to the technical drawings included in the instructions, neither the beam saber nor the lower thruster were molded. Since they should be visible on the finished model, I used plastic sheets and tubings to built them (see picture).

The paints used were Humbrol enamels, with an overcoat of Krylon matt varnish (which came out slightly glossy).

## RGM-89
## JEGAN

**Bandai 1/144 scale plastic kit**
**Modeling by Martin Ouellette**



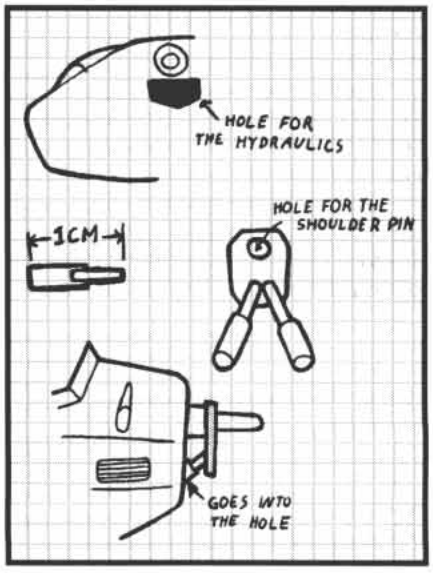
The trooper MS used by Lond Bell during the second Neo-Jion war, the Jegan was developped from the RGM-86 GM III that the Federation employed against the Neo-Jion/Axis alliance during the first war. Heavily armed and wickedly fast, it was nonetheless outclassed by the AMS-120 Geara-Doga used as standard trooper units by the forces of Neo-Jion. The Jegan entered service in 0089 UC and is still in service in 0123 UC.

The mobile suit modeled here is the standard MS, painted light green and equipped with a shield and a grenade rack. The markings identify it as pilored by Kayra Su, one of the Lond Bell aces.

Since the Jegan is a good kit, the number of modifications necessary to make it look good is quite low. The most important addition was the installation of hydraulic actuators in the shoulder mounts. These were made of short lenght of styrene tubing (see drawing). To make them look more realistic, a hole was drilled and widened under the shoulder pins so the hydraulics are really sticking out of the body. The inside of the torso was painted flat black before assembly to add depth; this should be standard practice on all "open" parts, like lower legs, shoulder units, etc.

Another modification was the addition of flexible tubes joining the vector thrusters with the backpack. These were made out of gift wrapping string and super-glued to the thrusters; the other end goes in the backpack through a small hole drilled on top. Small details such as the tie-down rings, the signal rockets and the missiles came from the spare-part box.

The model was painted with Tamiya acrylic paints (although the green is a mix) except for the red which is Gunze-Sangyo's Flat Red. Most of the decals came from the spare-part box. The model was sprayed with Krylon Flat Finish overall, with some Tamiya Clear Gloss on the viewpane and sensors.






Raymond P Campiglio (Order # 3316164)

# MEKTON MODELS EVALUATION

by Marc-Alex Vézina

**When I heard that the Canadian miniature company Rafm was going to produce a line of models for the Mekton game, I knew I had to get hold of a few. I met the Rafm people at GenCon '92 this summer and talked to them about the kits; they were kind enough to give me a few samples to review.**

## OVERVIEW

The miniatures come packaged on a bed of foam in a standard plastic blister with the rulebook's cover as background. A small instruction sheet is sometimes provided to present hints and a schema to help build the model. No scale is mentioned, but a small soldier figure included in one of the kit is about 1/220 scale.

The shapes are blocky and angular, just like the drawings in the Mekton Techbook. The casting is clean, with minimal flash. Some parts will be difficult to clean because of their shape: go slowly and use a sharp X-Acto blade. A good set of jeweler files and fine grades of sandpaper can also be useful. The miniatures can be assembled with either epoxy two-part glue or cyanocrylate glue, whichever you prefer.

Once assembled I build hexagonal bases for the models using balsa wood sealed with thin CA glue. While a bit messy, this result in a strong base. It is very useful both for painting and gaming, as you won't have to touch the mekton itself. If you prefer, many companies sell plastic and metal hex bases ready to be used.

Next, I primed each model with a light coat of flat gray paint: I used Tamiya acrylic Neutral Gray. This served as an anchoring base for subsequent coats.

The Deathstalker is a soldier-type mecha, used in large number by the Kargans in the Algol setting. The kit represents the most widely known version; you could leave the wings off to build an early Deathstalker. The blocky shape is easy to modify into the other versions described in the TechBook, such as the IMK-08a with twin shoulder-mounted 300mm cannons.

**NAME: IMK-08HM DEATHSTALKER**
**MATERIAL: LEAD ALLOY**
**SCALE: ABOUT 1/220**

The mekton is composed of five pieces: main body, right arm/gun, left and right wings, shield. The parts fit well, so I chose to leave the wings and the shield off to facilitate painting. They were attached with CA glue once painting was complete.

I painted the Deathstalker flat dark green with some green and yellow highlights to give it a "soldier" look. The sensor screen (or is it the cockpit?) on the head was given several coats of red to give it a glowing quality.

**NAME: IMK-11 HELLWING**
**MATERIAL: LEAD ALLOY**
**SCALE: ABOUT 1/220**

The Hellwing is a small-production officer's mecha: only about fifty were ever built. It was the first in the Kargan army to use a forcefield as standard.

The model is composed of ten pieces: main body, right arm/gun, shield, wing mount, left and right wings, shoulders, and fins. Again, the parts fit well, and the model was easy to paint even when assembled. You may want to paint the fins separately however, as those on my model caused a minor problem when painting the interior of the legs.

Since the Hellwing is an officer's mecha, I painted it in a more colorful scheme than the others. A base of very light gray drybrushed with white provided the main color; black and red trim was then applied on the wings and body. The sensor screen on the head was painted bright green with yellow highlights to contrast with the red.

**NAME: IMK-17X SHAITAN**
**MATERIAL: LEAD ALLOY**
**SCALE: ABOUT 1/220**

The Shaitan is the Kargan's first space combat mekton. It was also the first mekton equipped with a cloaking device to be mass-produced.

The mekton is composed of four pieces: main body, right arm/gun, sword, and backpack. A small soldier figure was included in my sample kit: I glued it on the base near the mekton's feet. The parts fit well, and are very easy to clean up. I painted the sword separately and glued it on once painting was complete.

I painted the Shaitan in dark colors to give it a stealthy look. The main color is a deep purple, highlighted with a whitish purple to simulate wear. Black and gray trim was used on the body and legs. The cockpit viewport on the head was given several coats of red to give it a glowing quality, just like the Deathstalker.

## CONCLUSION

**These models are an excellent start for the Mekton line. They make a perfect addition to your gaming pieces collection, and can be used in a variety of miniature-based games as robots, mecha or even powersuits.**

**WHY NOT CHECK THEM OUT?**

Raymond P Campiglia (Order # 3318648)

# BATTLETECH: THE JAPANESE EDITION

by Stephan Matis

**Foreshadowed by Japan's Dragon magazine in early 1992, the Japanese edition of BattleTech: A Game of Armored Combat is a complete graphic makeover of the FASA classic.**

**Originally, FASA borrowed and later licensed the art in BattleTech to give the game the proper feel of "Giant Two Legged Tanks". FASA's BattleDroids 1st edition and BattleTech 2nd & 3rd editions were assembled using 14 'Mechs which all originated from the following three Japanese animations: Macross, Crusher Joe and Dougram. {the table below lists each BattleMech with its original animation name and show}**

| BATTLETECH NAME | ANIMATION NAME |
|---|---|
| • Locust | Crusher Joe: Ostali Hunter Killer |
| • Wasp | Macross: Valkyrie VF-1S |
| • Stinger | Macross: Valkyrie VF-1A |
| • Phoenix | Hawk Macross: Super Valkyrie |
| • Shadow | Hawk Dougram: Dougram |
| • Griffin | Dougram: Roundfacer |
| • Wolverine | Dougram: Blockhead |
| • Rifleman | Macross: Destroid Defender |
| • Crusader | Macross: Armored Valkyrie |
| • Thunderbolt | Dougram: Ironfoot |
| • Warhammer | Macross: Destroid Tomahawk |
| • Archer | Macross: Destroid Spartan |
| • Marauder | Macross: Tactical Pod Glaug |
| • Battlemaster | Dougram: Bigfoot |

To the Japanease audience, though, these animations are ancient, some over 10 years old. To capture the attention of their market, the Group SNE and Studio Nue sculpted an image that conforms to the cutting edge of Japanese Mecha.

Surprisingly, the "Japanese Edition" is not a boxed set. Instead,the whole thing is packaged ingeniously in a half inch folder, with a beautiful Shadow-Hawk on the cover. This isn't your father's Shadow-Hawk! A 'Mech standing 12 meters tall, with the tiny pilot leaning on the cockpit's canopy and all the weapons and ammo laid out for a photo opportunity. Much like the poster you see of modern day fighters. Wow!

Inside you'll find two "classic" BattleTech maps, a booklet and four pages worth of counters. The counters are smaller than those of FASA and fold into ingenious standing triangles, with the images of the BattleMechs front and back depicted in awesome colors. If FASA had not switched to plastic minatures for the 3rd edition, these cardboard 'Mechs would have shamed their counters! It's a challenge to recognize all the BattleMechs you know so well as the facelifts are sometimes staggering!

The Japanese artists truly re-invented these 'Mechs. Nothing really remains the same, but a haunting similarity follows. You'll spot the Locust, Stinger and Wasp easily, but you won't believe it's a Marauder standing next to them! You'll recognize these four 'Mechs from Solaris VII, where FASA's Art Director, "Sensei" Laubenstein, painted the renditions that adorn some of the trading cards. They were renamed Koto, Tsunami,

Morpheus and Colossus, built by Omnitech design studio, in Solaris VII.

The booklet uses the same cover as the whole package, that wonderful-looking Shadow Hawk. As far as I'm able to verify, the booklet turns out to be a straight translation of the well-known 2nd Edition FASA boxed set. In fact, the headings of sections are written in English, giving you plenty of indications of what's being discussed. Unless you can read Kanji and Katakana, the booklet will only offer you a nice glimpse of the artistry, so you may as well turn to the section entitled : BATTLEMECH DATA/ BATTLEMECH RECORD SHEET. Here, you can browse through the sketches done by the artists of Studio Nue. The following 8 pages show the traditional 14 'Mechs we all come

Raymond P Campiglio (Order # 3316164)

to expect in BattleTech and the Chameleon trainer.

Discounting a little bit of artistic freedom, the 'Mechs properly represent the weapons and equipment found in the Technical Readout 3025 descriptions. One obvious modification is the Chameleon training 'Mech, which now sports a dual cockpit design, much like trainer fighters. Another, the Battlemaster, has been given a "Teutonic Knight" look, by placing the SRM6 above the head in a "feather" pattern. Impressive looks!

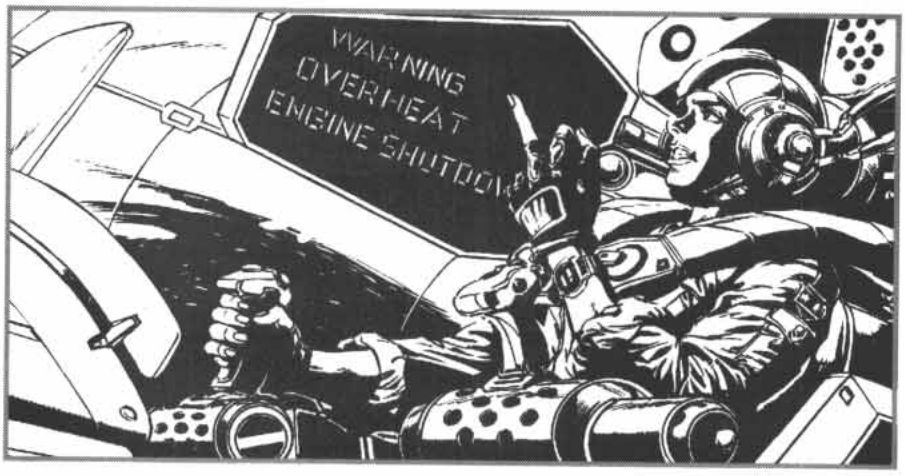
The record sheets themselves are duplicates of FASA's old stock, but the addition of a recognition silouhette is very nice. If you want to learn some simple Kanji characters, the record sheets are great because they seem to be straight translations. So now you can write left, right, shoulder and Ammo Explosion in Kanji. Isn't that wonderful?

FASA sold this edition for roughly 25$ US at conventions, where it was an eye turner. Will the international gamer audience, especially the American, accept this new look for the aging game? I am unsure. But the success of the Solaris VII boxed set, with similar art, at least guarantees an outlet for some other art pieces from Japan.

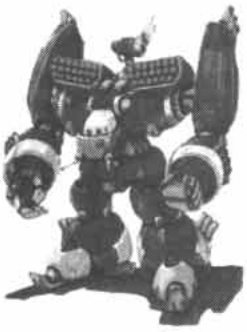
What else can we expect from the Japanese BattleTech? To paraphrase Scott Jenkins, BattleTech developer at FASA : "They have the license and they can do as they please." Already, the aformentioned Japanese Dragon issue had presented a complete roleplaying preview of BattleTech using Mechwarrior 1st Edition rules. Can we expect more? Surely an RPG handbook and possibly some Technical readout and maybe minatures. In what timeframe? FASA doesn't know or isn't telling.

FASA has been increasingly cooperating with Japanese interests in the past year or two. Notice the upcoming SNES and Sega games, the art for 3055 by Victor Musical Industries and, of course, the Japanese edition. FASA's sister company, Virtual Worlds Inc., the brains behind the BattleTech Center already has two sites in Japan: Tokyo and Yokohama. The marketing promo says : "It's better then riding a cow!" I sure think so!

BattleTech has returned to its artistic origin and re-emerged as an exciting and embellished product. Now all that's left is to animate it!




## BATTLETECH JAPAN DESIGN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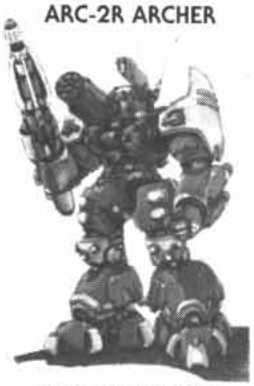
BLR-1G BATTLEMASTER

CRD-3R CRUSADER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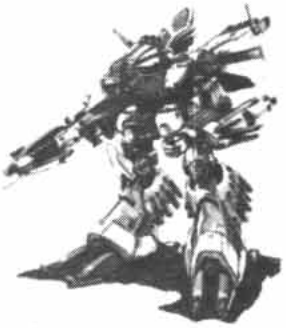
LCT-1V LOCUST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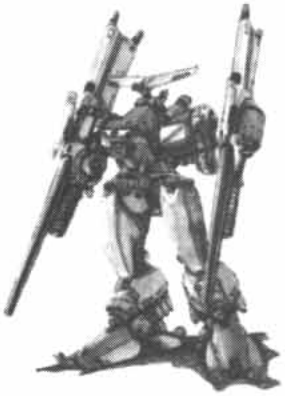
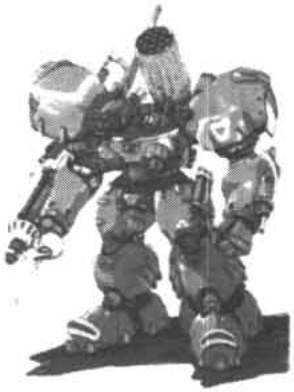

RFL-3N RIFLEMAN

STG-3R STINGER


TDR-5S THUNDERBOLT



Raymond P Campiglio (Order # 3316164)

# THE MECHA INVASION CAMPAIGN

By Andrew Clark

**Some Mekton campaigns deal with swarms of invading mecha intent on laying waste to the players' home world. The aim of this article is to help gamemasters design such a campaign; we will assume that the target is Earth, but it could just as easily be another planet.**

**In this type of campaign, the players must figure out how to stop the invaders. Direct combat won't work; the players may have a dozen crack mecha, but one thousand mecha (this is known as a "small" number of enemy mecha in some games) would crush the PCs through sheer weight of numbers.**

## The basics

There are two basic ways for a PC unit to deal with huge numbers of enemy mecha. The traditional method is for PCs to engage in so-called "special operations" against the enemy by means of raids, assassinations, or other dirty tricks. The other approach is for PC to be part of a large defense force. Either way, the PCs are primarily responsible for winning the war in this type of campaign. The referee should carefully design the enemy invasion fleet so as to give the PCs a fair chance. If the PCs are to have a chance to win, the invasion force must have one or several key weaknesses that can be cleverly exploited by PCs. Of course, the campaign may be designed so that the PCs cannot win and are doomed to lose. This can lead to a guerrilla campaign where the PCs are limited to local objectives. However, some players will resent such a heavy-handed approach.

## The enemy weakness

Here are some examples of appropriate weaknesses:

**Internal division**: the enemy fleet is a composite of several different political units which are temporarily united to attack Earth. If the fleet is held together by one strong leader, assassinating that leader may break the enemy's will to fight. Adept covert action may deepen political differences within the enemy fleet, triggering a breakup or even a civil war.

**Low morale**: the rank-and-file soldiers don't believe in what their high command is doing. Players may be able to induce enemy soldiers to defect, organize a mutiny among the enemy forces, or create low morale through psychological warfare.

**Black box syndrome**: the enemy has sophisticated mecha but is not capable of repairing or improving them. Typically, the enemy mecha are produced in automated factories where no one understands how they work. PCs could attempt to capture or destroy the factories, or could concentrate on disabling enemy mecha in the knowledge that repairs would be impossible.

**Biological concerns**: the enemy is vulnerable to biological warfare. The PCs may have to engineer an anti-alien virus or just deliver one to the enemy flagship. Alternatively, they could infect the enemy leaders and withhold the antidote until and unless the enemy fleet gives up the fight.

**Enemy mine:** the "alien" enemy is actually human. There may be a strong peace movement in the enemy fleet, or a romance may develop between a player and an enemy — leading inevitably to someone's defection.

**Superduper defense**: the enemy is protected by a "defense shield" or other gizmo that must be destroyed to give the players' force a chance to win.

**Death Star**: the enemy has one base or wonder weapon that will win the war for the enemy unless it is captured or destroyed. The players have to make a plan and get rid of the menace.

**Misunderstanding**: the enemy thinks that the players did something noxious or that the players possess something that they need. The players may have to convince the enemy that "we're not guilty, so please don't blow up our world".

## The enemy objectives

The referee should decide what the enemy objective is. This objective will dictate enemy actions. After all, why did the enemy assemble one hundred million warships just to pick on tiny old Earth? Some possible objectives include:

**Prevention**: the aliens are afraid that humanity is a threat and wants to wipe it out before it gets too powerful.

**Recovery:** the aliens lost some object, or artifact, or even person — and they want it back. Or else.

**Exploitation**: the aliens want to mine Earth for everything that they find valuable and us humans (or spotted owls if you prefer) happen to be in the way.

**Colonization**: the aliens want to live on Earth permanently and don't want human neighbors. They might have to "alienform" the planet to match their climate. Maybe global warming is a deliberate plot...

**Strategic necessity**: Our star system holds a tactically important position in astro-strategic terms. This scenario might end up with two or more alien races using near space as a battlefield.

**Religious**: the aliens are on a crusade to destroy all life, or maybe all non-insect life. Or humans offend their religious sensibilities. "Those heathens don't eat their children?"

**Escape**: a battered space fleet or rebel group must land on Earth for repairs and refurbishment, and they aren't going to be polite about it. Alternatively, Earth permits them to land and helps them — but certain other aliens don't like this attitude.

## The enemy force

The next step is to design the enemy leadership. The enemy leaders are the ones making the decisions; their personalities will come out in the kinds of operations they plan and the decisions they make. A young impetuous leader may design a reckless battle plan where a hive-mind would simply throw expendable "mecha-bees" at the players. In order to defeat the enemy, the players must eventually understand how the enemy leadership works and how the enemy leaders can be defeated.

The referee must decide whether the enemy can communicate with home or get reinforcements. If the players manage to kill the enemy leader, they will be unhappy if her replacement arrives two days later. The players may have to cut off the lifeline between the enemy and their home worlds in order to win.

Now the design of the alien space fleet. These fleets usually consist of three types of units: warships, transports, and command vessels. Warships are the behemoths that can wreck anything humanity can put in space except the mecha that can dodge their fire. Transports carry enemy mecha and troops into combat. (Player tip: blow up the transports. It's easier to kill one transport than 200 mecha.) Command vessels have the heaviest armor and carry weapons that can sweep the good guys from space. The enemy leadership is usually aboard the command vessel, and taking out the enemy leadership should be a prime PC objective.

Alien mecha also fall into three basic categories: cannon fodder, officer mecha, and command mecha. Cannon fodder mecha are precisely that: plot devices intended to allow PCs to decorate their mecha with little alien flags. Officer mecha should be able to put up a strong fight or escape if necessary; a player unit should just barely be able to beat an officer mecha and its detachment of cannon fodder.

Command mecha should be individually designed. Enemy ace pilots will sometimes have this kind of mecha, and enemy leaders always will (if they are mecha pilots.) One command mecha should be able to beat the PC force in a fair fight. It is the players' job to ensure that the fight is unfair.

The precise number of ships and mecha in the enemy battle fleet doesn't really matter in some cases — there is no



Raymond P Campiglio (Order - 33161643)

practical difference between 2 million ships and 3 million ships if you can only destroy about ten of them anyway. It's possible that the enemy only sent a few ships or a few thousand mecha (since us humans are so puny) in which case the referee should keep careful track of enemy resources.

## The players

The referee should then design the Earth forces, keeping the desired balance of power in mind. The PCs will not normally have control over these forces: the referee should design the human leadership and decide how it will react to game events. The Earth forces will normally have standardized mecha: these mecha should be designed by the PCs before they know anything about the aliens they'll be fighting. A generous referee might give the PCs a few hints or just veto poor mecha designs. This encourages the PCs to build general-purpose mecha and also gives the PCs something to do during the campaign creation process.

The last step in setting up a mecha invasion campaign (but by far the most important) is designing the player characters. Players should have a great deal of freedom in designing their characters, but the PCs should be a more or less unified team. It is very difficult to run a campaign where each PC splits off in a different direction.

The referee problem here is to create a rationale for the PCs to work in concert while permitting players the maximum amount of freedom in designing their PCs. The most convenient answer is for each PC to be a member of the same military unit. Non-military PCs might include journalists, intelligence agents, team mascots, civilian technical experts (a practice common in the US Navy today), or dependents of other military personnel. The PCs could also be a group of wildly different people thrown together by the chaos of war. An example of such a group would be the people aboard the last transport out of a city under attack. There would be a mix of battle-hardened soldiers, civilians of every description, and the transport's civilian or military crew. Until the transport reaches relative safety, the various passengers would be stuck with each other. This is the "Battlestar Galactica" approach.

Alternatively, the PCs could consist of mecha-equipped law enforcement officers and their criminal counterparts. These natural foes are forced to cooperate in order to fight off the real menace: the aliens. This is suited to a guerrilla warfare campaign, especially in an urban area where the PC police officers pretend to be collaborators and the criminals behave just like criminals — but both sides are committed to hurting the aliens as much as they can.

Another possibility is for the PCs to be on different sides in a human war. When the aliens invade, a sudden alliance is made to fight off the alien threat. The PCs are in a "mixed" military unit composed of people who were doing their best a month ago to kill each other. There may be several mecha fights before the aliens attack!

In any event, the PC group should have a mix of capabilities and skills. If the campaign is going to take place in near-space exclusively, it might be appropriate to have a unit composed solely of mecha pilots with a few NPC technicians. On the other hand, this doesn't leave much room for PCs to sneak around or do anything useful outside their metal monstrosities. A typical PC group in an anti-alien campaign could consist of two mecha pilots, a civilian mechanic, a commando officer, a news reporter, and a street punk. This group looks absurd at first glance but is actually well balanced for most types of play. In near-space combat the pilots will be in charge. Outside their mecha, the pilots will need to be protected by the other members of the team. The team criminal may be able to gather information or supplies that a "legit" soldier couldn't. The news reporter can dig up dirt and do research while the mechanic is quickly learning the fine art of mecha repair.

The referee should urge PCs to design their characters first and their mecha second. PCs shouldn't have powerful toys at the beginning unless they are facing an extraordinary threat as a result. If the PCs have a spaceship, they should face a number of alien spaceships trying to take it out. If a PC owns the best mecha in existence, an alien commando element should be ordered to capture it. In general, PCs should have equipment appropriate to the character type. Mecha pilots will have mecha available: normally a typical Earth Defense Force design with a few improvements. A news reporter's only weapon may be his camera, but he also has lots of contacts both within and outside the military. A PC commando may not have any personal equipment other than a sidearm and a change of clothes — but it would be child's play for him/her to obtain a backpack tacnuke with the right forms or a little midnight requisitioning.

The referee should provide the PCs with a fair chance to get the tools they need to have. If the PCs really need a man-portable anti-mecha weapon, they can always try to requisition one, or steal one, or buy one on the black market, or even build it after getting the appropriate parts. The process of getting some equipment should be made into part of the adventure. The referee should be careful not to overdo this: if a military mecha pilot wants to get a sidearm, the referee should feel free to say, "Fine. You've got one. Big deal," if acquiring the weapon doesn't advance the plot.

## Fleshing out the campaign

By going through all these steps, the referee has created the guts of the campaign. To make the campaign seem more "realistic," the referee should create a few idiosyncrasies peculiar to this campaign. For example, the referee should be sure that each type of enemy ship and mecha has a distinct name. The PCs should be made aware that they aren't going after just another transport carrying cannon-fodder, but they're engaging a "Nightcrawler-B" troop transport and 145 "Gullwing" drop troops. PCs should be encouraged to name their mecha, and PC pilots should have a nickname such as "Slayer" or "Hotshot" for use on the radio. PCs should be encouraged to develop specific mecha tactics and make up names. An example of this is the "Akerton Maneuver" where a trainee and a veteran pilot are put in identical mecha. The trainee draws enemy fire and tries to stay alive while the veteran picks off the mecha that show themselves.

The referee may wish to create special vocabulary to talk about certain items or features. A space fighter may be called an "aerodyne" because it can launch to orbit and reenter atmosphere. Laser sidearms might be called "blasters," or "lasguns," or even "XL-7s." Mecha could be called "morphs," for anthropomorphic figures (in other words, mecha.) The special vocabulary gives the campaign an atmosphere that can't be created by rolling odd-shaped dice and chanting arcane numbers.

Finally, the referee needs to design a place or two where the PCs go often. Each place should have some peculiar feature that makes it stick in the mind, and the referee should consider making rough sketches or maps. Most military bases have a nearby bar that mostly serves pilots, for example. Many interactions between PCs and NPCs can be created in a bar setting. The bar might have its regulars: the bartender, the wannabe mecha pilot, the con woman, etc.

## Conclusion

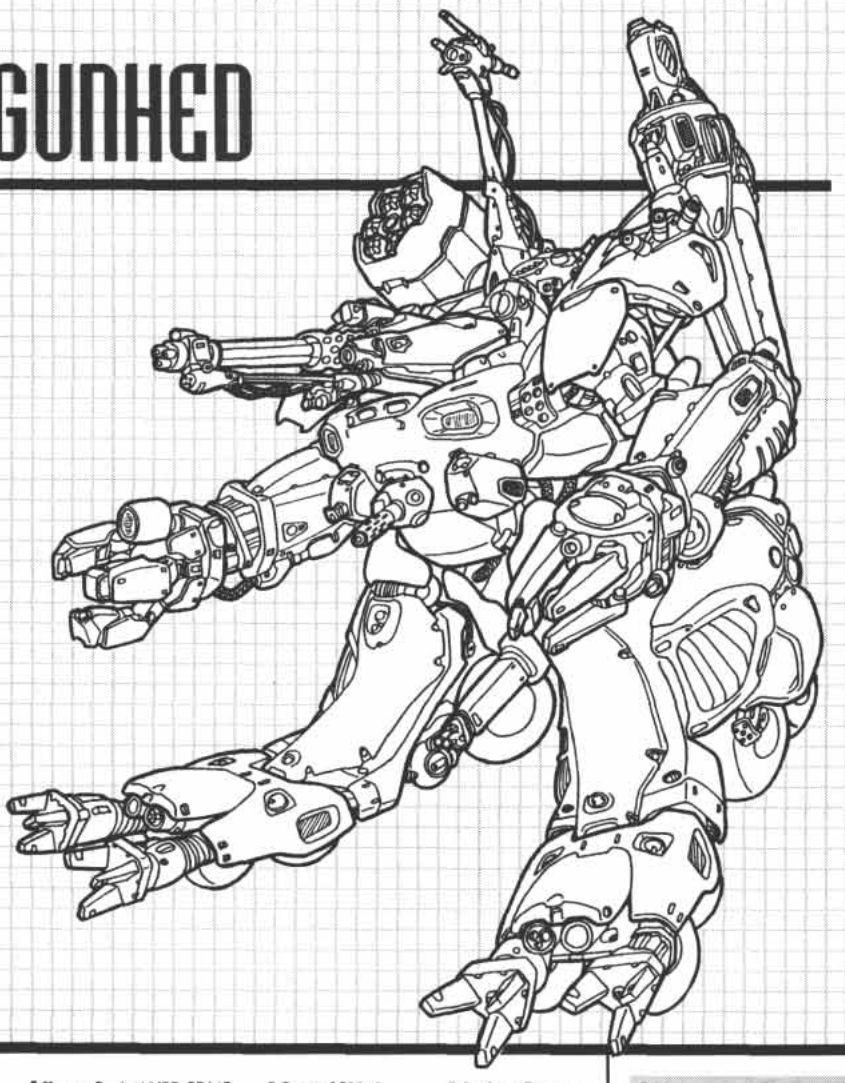
All of this may seem like a lot of work. I have played in and run campaigns where I sat down with a group of friends and decided to "run something" that turned into weeks or months of gaming. Sometimes extemporaneous gaming is fun, but detailed preparation usually pays off handsomely. Alien invasion campaigns in particular are difficult to run off-the-cuff. The tension of the campaign revolves around the PC battle against the alien menace — if the alien menace isn't clearly defined, this type of campaign can degenerate into endless rounds of mecha-bashing without plot or purpose. I hope this article has given other Mekton referees some new ideas and a set of guidelines for developing mecha invasion campaigns. One final piece of advice: don't go overboard on campaign design. The fun is in the playing, after all.

*Andrew Clark is a gamemaster exiled to the University of California at San Diego. He is an otaku in training and should be considered midly dangerous as he may be armed with only a few Robotech episodes. His Internet address is: "clarka @netcom.com".*



Raymond P Campiglo (Order : 3316148)

# GUNHED



# ADAPTATION FOR MEKTON

**By Marc-Alexandre Vézina**

Gunhed is not really a mecha. In the 1989 movie of the same name, it was the last survivor of a unit of sentient robots sent to a remote island to deactivate a berserk computer. The storyline was rather poor, but the movie was a mecha-lover's dream come true. A real, live-action mecha!

As I said, Gunhed is a robot but it is designed to be teamed up with a human crewman to help him during combat. The cockpit is located in the chest, just below the turret "head". It is part of Gunhed's programming to protect its partner before itself.

Gunhed can reconfigure its form to a wheeled tank mode, called "G1" mode. The mecha "sits" down and uses the movement platform instead of its legs. I've always thought that running is slower than "wheeling" around, so I do not substract two from the calculated MA, but ADD them. A small rule change that makes movement platforms more interesting.

Also, the grapples are a home-made adaptation of the mag grapples in Roadstriker II. Same use. Enjoy!

**Name:** Gunhed MBR-SRA1B
**Tonnage:** 43.7
**Pilot Name:** Brooklyn

**Ground MA:** 8
**Flight MA:** 0
**Maneuver Value:** -5

**Actions Bonus:** -
**Scale:** 1/1
**CPs:** 594.1

**COMPONENTS**

| Servo Location | Level | Kills | Armor | Type | SP |
|---|---|---|---|---|---|
| MB | MS | 8 | S | a | 3 |
| Head | S | 3 | S | a | 3 |
| R&L. Arms | S | 4 | S | a | 3 |
| R&L. Legs | MS | 5 | S | a | 3 |
| Mov. Platform (w) | MS | 12 | S | a | 3 |
| - | - | - | - | - | - |
| Powerplant | MS+1 | 10 | - | Cool | - |
| Hyraulics | - | 8 | - | Standard | - |

**EQUIPMENT**

| Name | Kills | Game effects |
|---|---|---|
| Spotlight | - | MB, RA (5 Hex) |
| Stat Enh. | - | Tech + 2, MB |
| AI | - | Auto level 5; Piloting 5, Proj. Weapons 5, Melee 5 |
| Tank Mode | - | Mechanics in legs |
| BoosterJets | - | +3 Jump, 1 Space each leg |
| Eff. Transf. | - | 1/2 Space cost |
| - | - | - |

**WEAPONS**

| Name | WA | Range | Kills/Dam | Shots | Loc | Special |
|---|---|---|---|---|---|---|
| 75mm Beam cann. | +1 | 8 | 5/5 | inf. | MB | |
| Heavy Missiles | 0 | 14 | 8/8 | 6 | MB | |
| 20 mm Chain Gun | +1 | 5 | 4/4 | * | H | Selective Fire, BV 4 |
| 5.56 mm MG | 0 | 2 | 1/1 | * | MB | Machine Fire, BV 6 |
| Grapples (x 2) | +1 | 2 | 5/0 | 2 | MB | Entangle |
| Smoke Missiles | -1 | 3 | (4)/0 | 6 | LA/RA | Blast 1, Smoke, Arioc-B |
| Ammo CG | | | | 30 | MP | AP |
| Ammo MG | | | | 20 | MP | |
| R. Pincer | +1 | Melee | 2/2 | - | R.Arm | Quick |
| L. Pincer | +1 | Melee | 2/2 | - | L.Arm | Quick |

**SENSORS**

| Type | Kills | Range | Comm | Loc |
|---|---|---|---|---|
| Main | 4 | 4 Km | 800 Km | MB |
| Back-up | 5 | 1 Km | 300 Km | H |

**REMOTE UNITS**

| Ground MA: N/A | Servos | | Weapons | Equipment | |
|---|---|---|---|---|---|
| | | | | | |



Raymond P Campiglia (Order : 3318648)

# ADAPTATION FOR MECHA!™

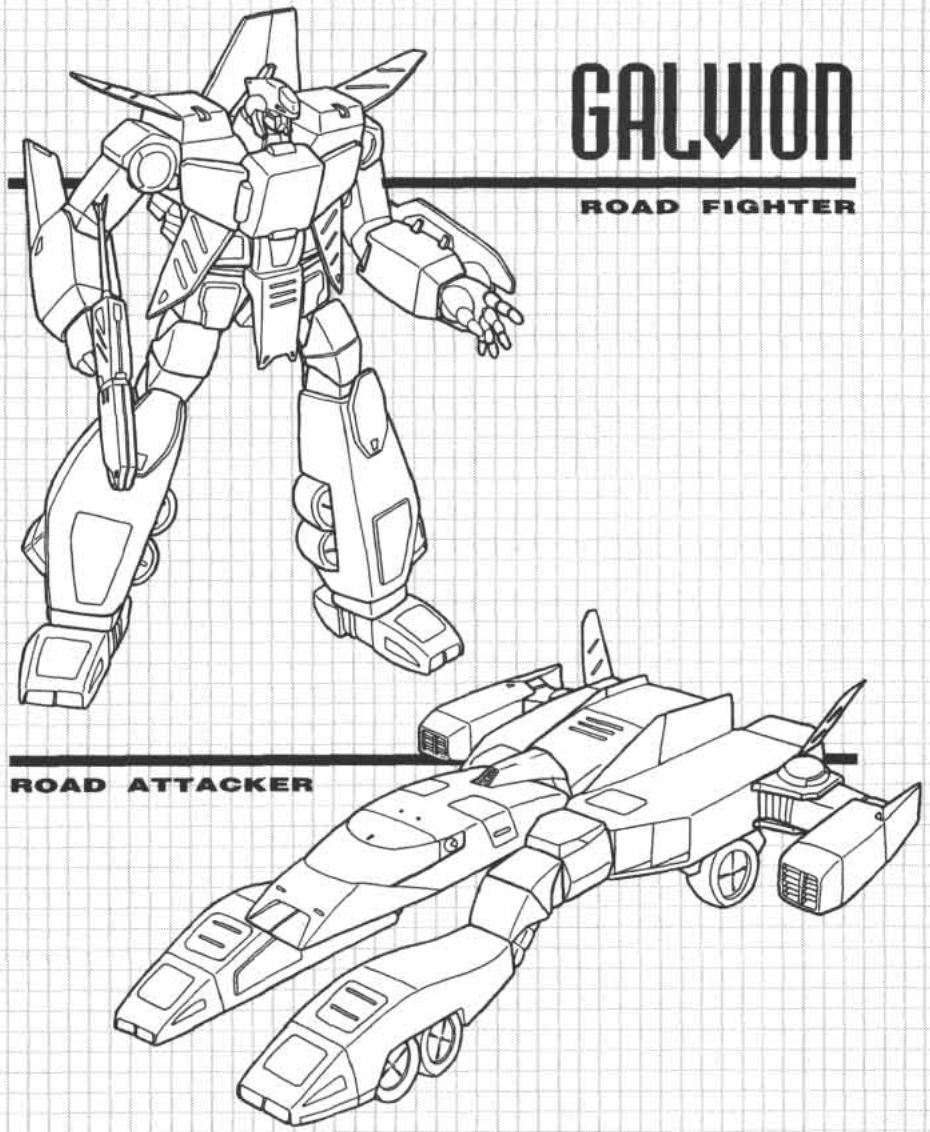
**By Marc-Alexandre Vézina**

This month's Mecha! adaptation comes from a very old anime serie called Super Attack Speed Galvion, in which the heroes used a transforming car to defeat criminals. At least that's what I managed to translate from the box.

The box in question is the box of the fabulous 1/72 Galvion Road Fighter I just got from New Type Hobbies and Toys. This model is just about the right size to play on a standard surface, and is reasonably priced. As an added bonus, it's also available in Road Attacker form so you can have a model for each mode!

The Road Fighter is rather small but it looks tough, so I designed it around a mid-sized frame. This limited my options somewhat, with the costly transforming capacity, but since the armament is light and speed is the main concern, I was able to pull it off (I hope!).

Speed is the greatest advantage of this machine. Use the Road Attacker mode to get to the fight (or safety), then transform to Road Fighter to use available cover to the maximum.




**VEHICLE NAME:** GALVION

Class: MID
Point Value: 400

System Integrity:

Regular Armor:

Heavy Armor:

| | Hum | Sur | Aero | AP ratio |
|---|---|---|---|---|
| Gr | 10 | 30 | | 5" / AP |
| Sk | | | | - |
| Fl | 15 | | | 8" / AP |

Force Screen: N
Shield: Y
Force Shield: N
Number of crew: 1

**WEAPONS / BATTERIES:**

| | Description | Damage | Range | ROF | # in Battery |
|---|---|---|---|---|---|
| W1 | Beam Gun | 2D6 | 40" | 1 | 1 |
| W2 | - | - | - | - | - |
| W3 | - | - | - | - | - |
| W4 | - | - | - | - | - |
| W5 | - | - | - | - | - |

Hand Weapon: N
Hand-to-Hand Options: P G
Energy Weapon: N
C D SB

**MISSILES:**
# of missiles

Bay 1 -
Bay 2 -
Bay 3 -
Bay 4 -
Bay 5 -
Bay 6 -
# of pods 2
# of smoke pods

Hull Configuration: Humanoid

Other Abilities:
Super. Man.
Transform to surface vehicle (4 AP)

**AMMUNITION RECORD SHEET**

Booster Unit: N
#1
#2
#3
#4

Bazooka: N

Grenades: N

**HEAVY MISSILES**
Bay 1 -
Bay 2 -
Bay 3 -
Bay 4 -
Bay 5 -
Bay 6 -
# of Pods: -

**EMP MISSILES**
Bay 1 -
Bay 2 -
Bay 3 -
Bay 4 -
Bay 5 -
Bay 6 -
# of Pods: -



Raymond P Campopio (Order # 33191648)

# COMBAT!™ THE NEW GAME FROM SEVENTH STREET GAMES

by Brad Carlson
illustrations — Jesse Conklin and Nikolai Lokteff

**The anime universe of *Mecha!*® is about to explode with the impending release of *Combat!*™ from Seventh Street Games. *Combat!* is a squad-level miniatures game allowing you to play out your favorite futuristic battles from anime or science-fiction. Whether it's *Venus Wars* cycles, *Star Wars*-style AT-ATs, *Megazone 23* hardsuits, or *Akira*-style psychics, *Combat!* has the action. Whether it's *Knight Sabers* vs. *Boomers* or *Guyvers* vs. *Bioborgs*, *Combat!* has the warriors. Whether it's *Hammer's Slammers* or *Area 88*, *Combat!* has the tanks and planes. In short, this one's got it all.**

**To tell you about the game, we'll give you a blow-by-blow of one of our recent demo games — The Battle for Marsbase. When a scene is particularly pertinent, we'll cut out of the story and tell you a bit about the rules behind the game. Enjoy!**

*A bit about world background: In the future history of the Terran Confederacy (i.e., Earth and its colonies), nations have formed coalitions to ensure their security — two of these coalitions are D.A.R.C. and the European Militaristic Cybersynthesis (E.M.C.). Members of D.A.R.C. include Deutschland, the United States (America), Canada, and parts of the former Soviet Union, including Russia. To give you a feel of the coalition "flavors", in D.A.R.C., everyone has great hair, troubled romances, and they all want to be fighter jocks or tank commanders, while in the E.M.C., cybernetic implants are all the rage, but in this Orwellian state, "jacking-in" to the central control computer is not only possible, it's mandatory. (Okay, it's oversimplified, but you get the idea.)*

*Corporal Conklin watched as his squad leader, Sgt. Lokteff, grounded 20 meters ahead, the armored boots and suspensor jets of his DARC-Knight hardsuit kicking up waist-high clouds of red dust. Conklin leapt skyward, his hardsuit jets firing automatically, propelling him 50 meters forward and almost as high, before gravity and a second burst of the jets let him imitate the sergeant's landing. During the jump, his helmet display briefly highlighted the images of numerous targets to the south — Faust-class walkers, Manticore-class hovertanks, seemingly endless numbers of infantry, and at least one mecha — the forces of the E.M.C.*

*Combat!* is completely compatible with *Mecha!*, but is designed to stand alone. Troop types include unarmored infantry, humanoid hardsuits, surface vehicles, aerospace vehicles, psykers, and heroes. Weapons are classified by effectiveness as light, standard, or heavy, with various levels of firepower, range, and accuracy. There is a variety of basic weapon types (light- and EMR-based, accelerated particle, projectile, etc.), which interact with varying effectiveness against the different armor types. Movement methods include ground (wheeled and tracked), skim (ground effect, mag-lev), giant walker (two-, three-, four-, and more-legged varieties), hover (helicopters, grav platforms), and thrust (jets). Other less conventional equipment includes suspensor packs to allow bounding jumps for hardsuits, and both powered and non-powered melee weapons.

*All of the above are available to let you design your own troop types in a balanced, point-based construction system. Of course, army lists are provided if you wish to play in the Terran Confederacy background we supply in our sourcebook. (By the way, the Terran Confederacy is in the same game universe as the Spirit Warrior Empire. Stay tuned for future releases to see how that can create some interesting situations...)*

*Conklin's squad, under S.O.P., would advance under cover as far as possible, then rush available hardsuit or armor targets, using their two forearm-mounted laserblades, each of which was capable of shearing through Impervium armor like monowire through flesh. Alternatively, the sergeant might order the squad to hold a defensible position, firing their Soulfire missiles to harass the enemy, but letting the enemy advance to within close striking distance before leaving cover.*

*As the rest of his squad arced above the corporal, he briefly thought back to the squad's briefing just before arrival at Marsbase, four days ago.*

*"Marsbase," Sgt. Lokteff had growled, "was designed in 2026, by political idealists who couldn't see the writing on the walls." Conklin knew this meant that contact with those alien invaders that hit us in '17 had better happen soon, or the in-fighting going on now would continue to escalate until the Confederacy itself might break. "The colony was built to be a joint research and colonization project between the various TerrCon coalitions. The E.M.C. was smart enough to avoid this political mess, and put their efforts into establishing a mining colony on Deimos instead. But now that Marsbase looks like it might turn a profit, the E.M.C. decided it wants in...by force if necessary. It's using Deimos as a tactical attack base now."*

*Conklin knew the Marsbase coalitions were now well aware of how much force that meant. Motion above him made Conklin glance up to see four Harpy-class aerospace fighters ripping across the crimson Martian sky.*

*In response to that threat, D.A.R.C.'s heavy Vigilante-class autogyros lifted and ponderously accelerated forward, firing their huge blast cannons into the enemy ranks. Raven-class hardsuits converted to jetwing configuration and streaked up behind the Vigilantes. There, they traded a hail of hypersonic missile fire with the opposing Harpies, their force fields adding a pale glow to their black-armored forms. One E.M.C. missile slammed into a Raven, shattering its force screens in a cascade of energy, the phosphorous warhead holing the durable armor, and sending the wounded soldier to the ground.*

When creating or using troops in *Combat!*, a variety of defensive options are available, including armor (three different types), force fields, distortion screens (the "cloaking" or "Predator" effect), and hyper-reflexes.

Once hit, troop types sustain various degrees of damage that can hinder, incapacitate, or kill. Some units evaporate under fire, others stagger, spark and keep on going.

Realistic morale rules allow units to be brave (or brave only in large numbers), and even allow for automaton "robotic" units.

*The Sergeant's voice crackled through the battlefield static in Conklin's left audio unit, "DARC-Knights, advance to this trench." A flashing yellow outline on Conklin's pop-up tactical display designated a trench in front of him. "And avoid firing on the east flank of that ridge..." — again the display flashed — "...H.Q. reports Wildcard activity in that zone."*

*Wildcards...the trained combat psykers of the D.A.R.C. coalition. This time out, that meant Ace and Blackjack. Ace was the code-name for a petite, French-Canadian woman reputed to get more enjoyment out of using her mind to rip apart opposing infantry than most troopers get out of a three-day pass. Blackjack was a young Deutschlander who*



Raymond P Campiglio (Order # 33161648)

*acted shy around friendlies, but had once shattered an entire company of enemy hovertanks, alone and unarmed.*

*A soundless detonation and minor rockslide on the designated ridge, followed by that itch-behind-your-eyes feeling of a psi-duel, announced to everyone that the 'Cards had indeed entered the fray — and had apparently encountered enemy psykers.*

Psi abilities in *Combat!* can be single, limited-use abilities, or a range of powers and a frightening capacity to use them. Abilities include powers like Burst, Dread, Teleport, Shockwave, and Globe, as well as rules for direct mental duels between psykers and power-enhancing mental Fusions.

*As he grounded at the designated trench, Conklin brought up a battle display. Advancing to his left, a trio of the massively-armored Ursa tanks crossed the far end of the trench, rolling through a barrage of gravitic disruption artillery shells without harm. Their asymmetric forms blazed as turret-mounted laser cannons and mini-MAACs sought the enemy. To his right, two D.A.R.C. mecha dominated the advance. One of the mecha, a huge Devastator-class tank, fired its 200mm MAAC, sending a single hyper-velocity sabot completely through one of the opposing Harpies, obliterating it completely. Almost without pause, the huge cannon swiveled toward an enemy Manticore that hovered over the Ursas threatening to pound them into oblivion. The Devastator got its shot off just as the Manticore's main weapon power coils began energizing. The shot hit slightly off-center, failing to penetrate the stout armor of the Manticore, but the armor paid the price for defying the lethal power of the mecha and shattered across most of the vehicle. An instant later, a second round burst from the Devastator, ripping away the hovertank's weapon turret to fall 80 meters to the red dust below. The Devastator cruised forward with all the majesty of a battleship, its gun already traversing toward another target.*

Indirect fire weapons and wire-guided missiles flesh out *Combat!*'s ranged weaponry options, but the unique action sequence is the focal point of the game. The concept of a *reaction moment* grants you the tactical options you always wanted, but never found, in other games — the ability to interrupt another unit's actions to get a shot off first, (or escape from the situation completely) — *if* you are fast enough. The quicker the unit, the more likely it will be able to *preempt* another unit's intentions. You'll rarely get more involved in a game than if you can't walk away from the table without losing tactical opportunities. *Combat!* does this, and more.

*Directly ahead, a group of widely-spaced Faust-class walkers churned the dust, speeding directly toward Conklin's squad in the trench. Conklin blanched as he saw they were being led by the Grendel , one of the fastest ground-based E.M.C. mecha.*

*"Target the Faust-walkers!" the sergeant's voice rang loudly in his helmet. "Missiles on three...two...one...mark!" The trench erupted in exhaust as the squad launched at the oncoming walkers. Conklin ignored orders and targeted the approaching mecha instead. Centering the aiming dot of his display on a joint of the Grendel, where two armor plates butted together, he prepared to fire. Almost simultaneously, the Fausts and Ursas traded shots, filling the air with devastating blasts of destruction. In that terror-blurred instant, the Ravens above him streaked forward to add their fire against the Fausts. The agile walkers avoided or shrugged off most of the assault, but one suddenly toppled as a gamma warhead fused its upper torso into glass. Conklin launched his own missile, which detonated directly on target, but the inferno it created on the Grendel's surface had no apparent effect. Ignoring the puny attack, the Grendel then fired a horde of missiles at the Ursa squad, shredding one of the heavy vehicles into smoking ruin, and cratering the armor on the other two. The Grendel continued its relentless advance, coming well within the jump range of Conklin and his squad.*

*"DARC-Knights!" shouted Sgt. Lokteff. "Swarm that mecha!" And then, on Conklin's private channel, "And you better hear the order this time, Corporal, or I'll rip you a new orifice after this is over." Conklin glanced right, seeing the sergeant leap from the trench, followed by two other hardsuit troopers. Time seemed almost to stop then, as Conklin glanced past where the Sarge had been, and watched the D.A.R.C. Devastator mecha open one of its missile bays, firing the entire salvo at the Grendel's flank. The missiles raced past the soaring forms of Conklin's comrades and slammed with horrible effect into and through the Grendel's armored side. The wounded mecha staggered, then suddenly detonated in a vengeful blast of incandescent fury as its reactor core was breached. The Sergeant vaporized in mid-leap, and the other DARC-Knights were flung across the sky, major portions of their suits and bodies simply melted away. The remnant of the Ursa squad fared no better, slagged and shattered where the blast had found them. Conklin neglected to regret his hesitation to follow the late Sergeant's orders.*

*And then it was over. The last of the enemy's Harpies were swept from the sky by a barrage of missiles from the foot troops bringing up the rear of the D.A.R.C. forces. The Fausts retreated in good order, and the hoards of hardsuits in the middle distance likewise fell back. For the first time, Conklin noticed the towering form of an E.M.C. Hydra-class super-heavy guarding the enemy's retreat in the distance.*

*The sight of that hulking form made the foes' lack of resolve understandable — this had not been a true conquest force, merely a probe to test the resolve of the D.A.R.C. defenders. If the attack had been for real, that Hydra would have led the way, sweeping all opposition from its path in a blistering hail of destruction. Marsbase was safe, but only temporarily, and a certain Corporal sincerely hoped it would get some heavier support firepower — quickly.*

Like *Mecha!*, our new game, *Combat!* uses the *Battlepole!* to allow flying units to move through the third dimension. In these games, it is not uncommon for an aerospace vehicle to start 20" above the table, dive down to ground level, strafe the target, and then pull up again, using speed and distance as protection from ground troops.

Also like *Mecha!*, we have found that *Combat!* plays much faster than other games of its type, while allowing greater tactical flexibility and the opportunity to design your own weapons and unit types in a balanced, point-based system.

We are confident that *Combat!* is a great stride forward in sci-fi wargaming, and we'd like to get you involved — so we're setting up Premiere Groups all across the nation to get more people playing our games. If you are interested in starting a Premiere Group (and getting great discounts on our products, as well as up-to-the-minute info on all our products), write to us at:

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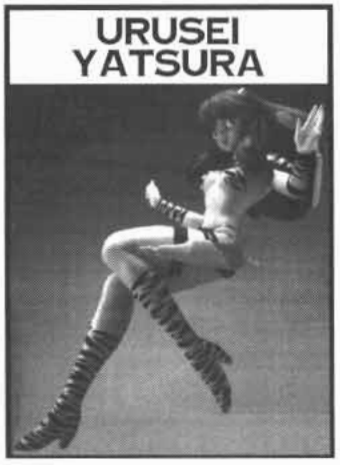


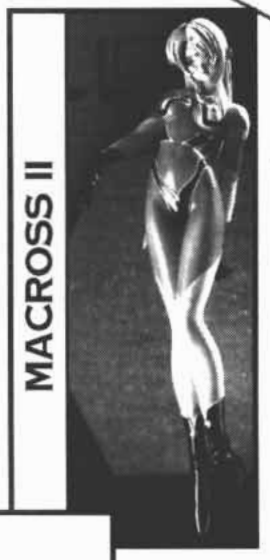


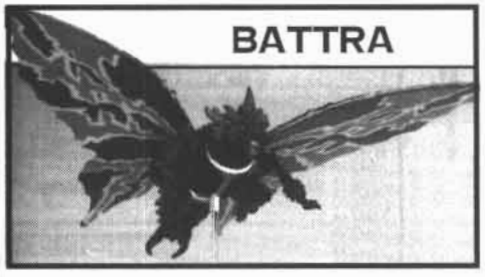

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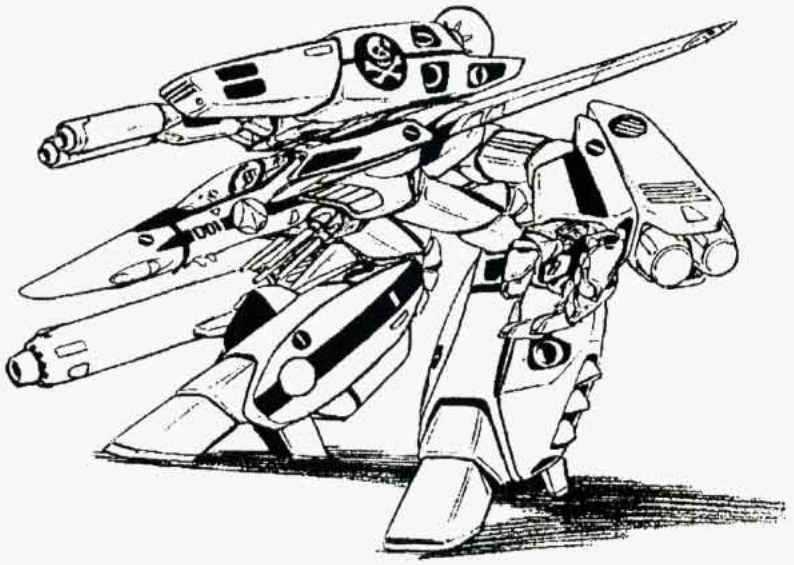

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